THE OFFICIAL STRATEGY GUIDE

ODDWORLD



Detailed Walkthroughs of ALL Levels!

PRIMA'S SECRETS OF THE GAMES

GT Interactive Software

ODDWORLD INHABITANTS

Rusel DeMaria

ODDWORLD



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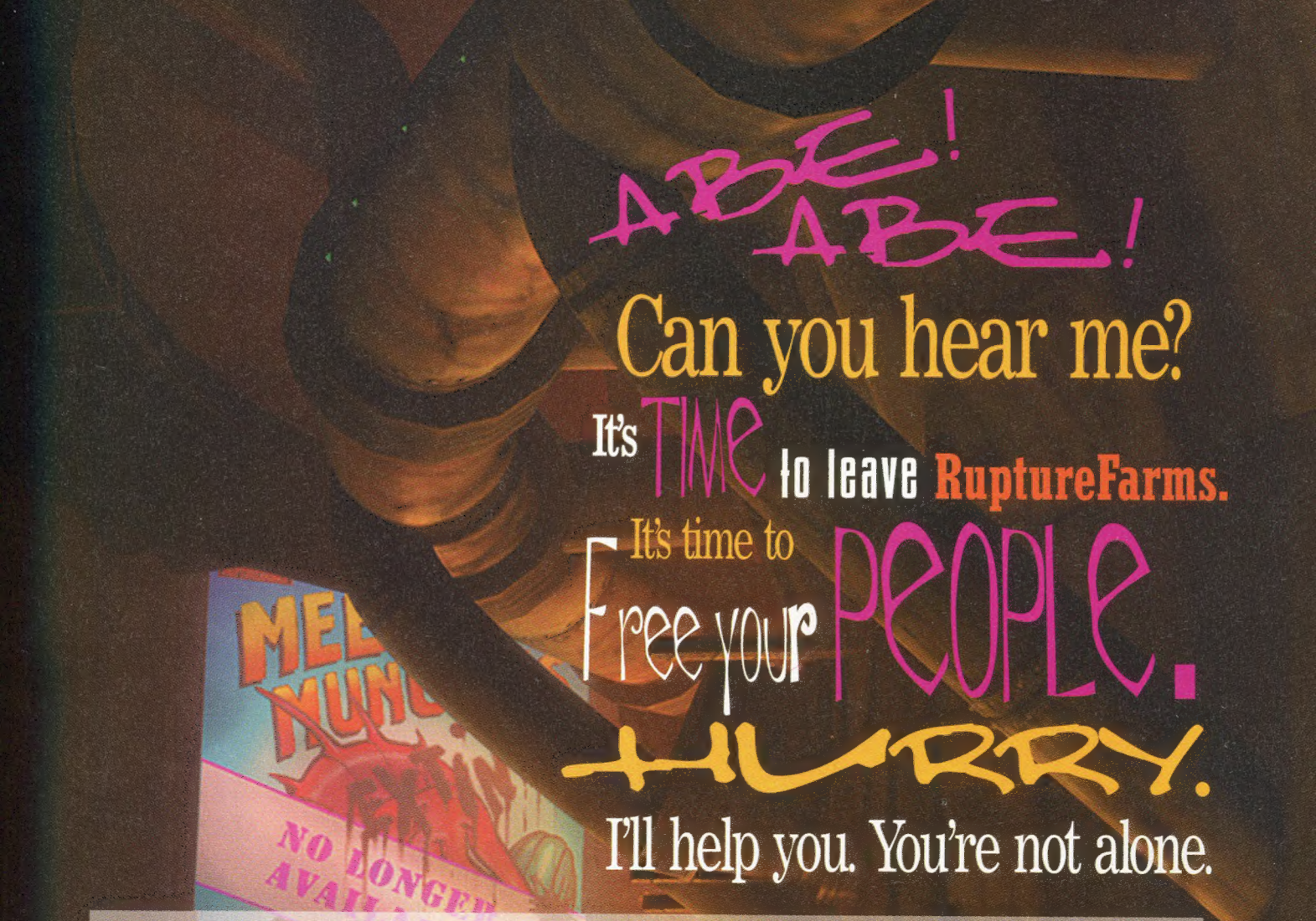
A very big thanks to everyone at Oddworld—particularly to Lorne and Sherry for having this vision and to Frank for his cheerful support, and especially to Paul O'Connor and Jeff Brown for getting me through some tricky places. Thanks also to my partner, Alex, for whom there are never enough words, and always to Max—can't wait for you to meet Abe!

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CHAPTER ONE
ABE, CAN YOU HEAR ME?



Basic Techniques

Before you start, Abe, I want to offer you some advice:

- Master the art of the run/jump.
- Master the art of the run/roll.
- Be careful. You can sneak past sleeping Sligs and Slogs. Don't just run everywhere.
- Bombs and mines can hurt. Don't step on them.
- On the other hand, bombs and mines can hurt your enemies, too!
- You can hide in shadows. Your enemies won't see you!
- You can't use any weapons but your mind. If you chant when there's no Security Orb in the area, you can take over Sligs. And Sligs can shoot other Sligs.
- When you've possessed a Slig, walk it around and look for enemies to destroy. Use Sligs to pull levers or do other menial work for you.
- Don't hold grenades if you're going to chant near a Security Orb. You'll have an explosive surprise. Also, you'll lose any rocks you're carrying if you get zapped by a Security Orb.
- Learn the "Five-Count Trick" for throwing grenades. Here's how—start to throw the grenade, but hold it in your hand while you count to five (just a little more than 2 seconds). Then throw it and it will explode in mid-air. This is a great way to take out floating mines or Security Orbs that are giving you trouble. Just remember not to hold the grenade too long, or you'll be Abe-chunks in no time at all!
- Listen carefully to what's going on. The sounds you hear may give you very useful clues.

More Stupid Slig Tricks

- In tight spots, you may want to fire short bursts, or even one shot at a time to avoid being pushed backward.
- If you make the Slig yell, "Look out!" the Mudokons in the area will duck. Use this trick to line up a clear shot without endangering any of your fellow Mudokons.
- If you're hanging around, Sligs below will see you, but Slogs will not.
- If you're really mean spirited, you can beat a Mudokon with a possessed Slig by standing next to the Mudokon and pressing X. But why would you want to?

Throwing Grenades

Direction	Result
Circle + Up	High Throw
Circle + Down	Throw Down
Circle + Forward*	Long Throw
Circle + Backward*	Straight Up

* Forward is the direction Abe is facing. Backward is the opposite of the way Abe is facing. All throws from a crouch are the same.

Speaking with Abe and with Sligs

Abe	Slig	Playstation	PC**
Hello	Hi	L1 + triangle	1
Follow Me	Here Boy	L1 + square	2
Wait	Get 'Em	L1 + X	3
Angry Sound	Wait	L1 + circle	4
Giggle	Laugh	L2 + square	5
Low Whistle (W2)	Mechano Sound	L2 + X	6
Fart	Look Out!	L2 + circle	7
High Whistle (W1)	Squawk	L2 + triangle	8

** Use number keys or numeric pad

Using This Guide

I've labeled our instructions with the applicable area, path, and screen numbers. To check where you are in Oddworld, simply pause the game and compare the numbers at the bottom of the option screen with the numbers in this book. For instance, if you are in RuptureFarms, the area is R1. If you are on path one, then it will read R1P01. If you are in screen number five, the numbers will read R1P01C05. You can always compare the numbers written in this book with your current location this way.

A Note On the Two-Player Mode

Oddworld: Abe's Oddysee does have a two-player mode. Gameplay is the same, however, as in the single-player version. Player One and Player Two take turns. When one dies, the other takes over where the previous player left off.

A Note for PC Users

At times in this guide, when we mention the X button, substitute the control key on the keyboard.

CHAPTER TWO

ESCAPE FROM RUPTURE FARMS

Abe, you can escape—save your own life—but don't forget the other Mudokons (say, "Hello" then "Follow me" to them, and they'll come with you). Find them and send them through the bird ring gates (chant to make them jump through the gates). If you are selfish, you will be alone in the end.

Zulag, Section 1



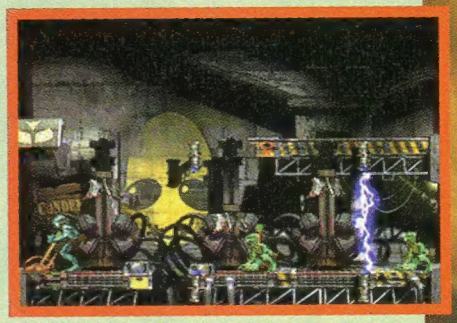
RIP1SC01

You can start right now. Be brave and crouch down behind that barrel. Drop to the secret place beneath it by pushing the down arrow.

SECRET AREA 1

RIP1SC15

Walk to edge and jump. Now climb down to the next screen, Abe.

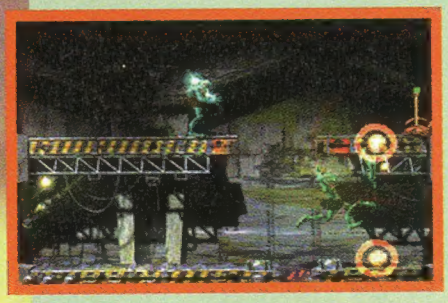


RIP1SC16

Sneak to one step from the edge, jump to opposite ledge, and remain hanging. When the Slig walks off his platform, pull yourself up and then pull the lever after the Slig falls through the trap door. Jump back to the upper room.

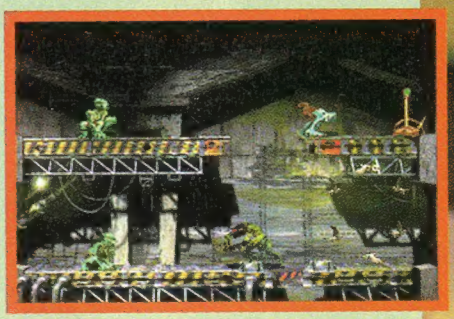
RIP1SC15

Walk under the left saw and pull the lever. Carefully walk or roll back under the saw. Now have the first Mudokon follow you to the next screen. Use the lever to change the cycle of the saws and take the second Mudokon below.



RIP1SC16

Finally, chant to free all three Mudokons, then return to the upper path where you started.



RIP1 SC01

Now, Abe, run to the right.

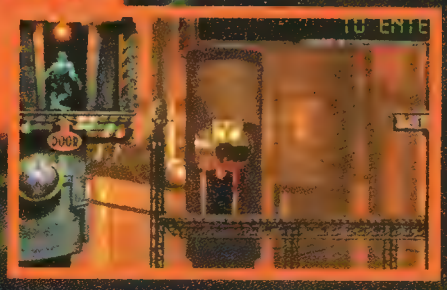


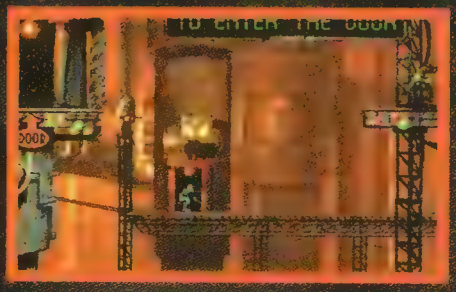
RIP1 SC02

If you run and press the jump button, you can catch the ledge in mid-stride. A Slig will appear below. Ignore him and keep going to the right.

RIP1 SC09

Go in the door, Abe, and run along the path in the background. Go back to the foreground in C10.





RIP1 SC03

Those glowing objects below are mines. Don't step on one. Jump the gaps and keep going. But remember this place. You'll want to return when you've found some grenades. For now, keep going to the right.





RIP1 SC04

Possess the Slig and use it to pull the lever to turn off an electrical barrier to the right. (You could follow instructions and sneak past the sleeping Slig, but this is easier, Abe.) Now guide the Slig three rooms to the right and shoot the nasty Slig sleeping next to the lift. Keep chanting until the creature explodes, and you'll return to your own body. Continue to the right.



Move to C05 and backtrack on the lower path. There are more Mudokons to rescue here. Take all the Mudokons you can find to the lift in C07, then release them in C08 by chanting to open the gate. Or, if you prefer, first look for a secret area in C04.



SECRET AREA 2

RIP15C04
Climb down behind the barrel on the lower path.



RIP15C17
Run/jump across the gap and go get a grenade from the Boom Machine. Walk almost to the edge, crouch, and throw the grenade across the gap toward the Security Orb to blow it up. Now you can chant. Take over each Slig until only one is left. Take that Slig to the lower level.



RIP15C18
Shoot a Slig, then release the one you've possessed.



RIP15C17
Drop to the next level cautiously with another grenade in hand.

RIP15C18
Crouch where you drop, and toss a grenade at the Security Orb. Then roll back to make sure you aren't caught in the blast. Jump out of the room and back to reset the gate. Chant to release the two Mudokons. Go back to C01, get another grenade, and return to the main path.

BACK TO C04

Abe, if you really want to save all the Mudokons, go find Secret Area 3 before you continue your escape. Then tell the Mudokon in this room to follow you and take him down the lift. Leave him there and return for other Mudokon in C05. Chant to send both through the gate. Now you can go through the door in C12, or look for other Mudokons in secret areas.



SECRET AREA 3

RIP15C04

Time to take the grenade you got in Secret Area 2 and backtrack to the previous area with the two pits.



RIP15C03

Stand on the right platform and toss a grenade down into the second pit (controller down). Once the mines are smithereens, Abe, drop into the pit. Stand behind the barrel and climb down.

RIP15C11

Walk off the edge and you'll fall safely to the screen below.



RIP15C12

Walk under the saw and pull the switch. Quickly roll under the saw before it starts moving fast. Climb back up.



RIP15C11

Walk under the saw and have the first Mudokon follow you. Take him to the lower area and tell him to wait. Go back and get the second one.

RIP15C12

Take each Mudokon through the saw and leave them on the other side. If necessary, leave the screen and return, then chant. Return to C11, run/jump to the upper path, and back to the main path.

RIP15C03

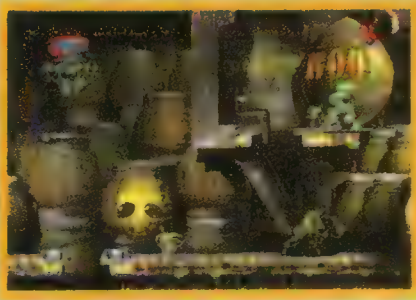
Run/jump out of the pit and move on to C06 if you want to find more secrets.

SECRET AREA 4

RIP15C06
There's a trap door and a ring to pull. Pull the ring and run into the trap door. You'll find Secret Area 4.



RIP15C13
Jump across and get a grenade. Crouch right there and toss it toward the gap. It will fall and blow up the Slig. Get another grenade and drop down to the next screen.



RIP15C14
Walk off edge and walk to the right corner. Crouch and toss a grenade to blow up the mine. Return to C13, then back and chant to release the Mudokon.



RIP15C13
Chant to open the gate back to the main path. The Security Orb will zap you, but the gate will open anyway. Continue to the lift in C08 and ride down. Go through door.

Tip If you are holding any grenades when the Security Orb zaps you, they will drop and detonate in a few moments. Be careful. If you want to carry a grenade out with you, chant first, then collect the grenade after the gate is opened. Or, find a place to stand where you can throw a grenade and blow up the Security Orb. (If you throw a grenade on the fifth tick, it will blow up objects in the air.)

RIP15C08
After you've saved all the Mudokons, enter the door to the next section.

Zulag 1, Section 2

RIP16C01
Have the Mudokon follow you to the right two rooms.

RIP16C02
Chant and release one Mudokon. Then return to the previous room and get the other. Release him and move on to the next screen.



RIP16C03
Pulling the lever drops the Slig down the trap door. For best results, try to drop the Slig when it's facing to the left. But wait! Before you leave, look for Secret Area 5.

SECRET AREA 5



RIP! 4C03

Pull the lever and run forward, dropping into the open trapdoor.



RIP! 4C09

Sneak one step forward and jump when the lower Slig's back is turned. You'll land in the shadow of the lower path. Wait until the Slig is going away again, and then sneak to the edge and walk over it. You'll land below, next to a Boom Machine.

RIP! 4C10

Get a grenade if you need one. Run/jump from the right side of the saw to the other platform. You need to make the jump across without hanging, or the Slig might see you and start shooting. Walk to the left side of the screen and throw the grenade to the right, blowing up the Security Orb. Now chant and take over the Slig. Use the Slig to pull the lever, stopping the saw, then walk the Slig into the mine to the right.

If you want, you can jump out of the screen, and then back in. Then chant to release the two Mudokons.

Go get another grenade, then climb back up.





RIP! 4C09

Sneak to the shadow when the Slig's back is turned. Crouch and toss the grenade when he's to the left.

Then take the remaining Mudokon to safety. Return to C09 and chant, then go through the gate.

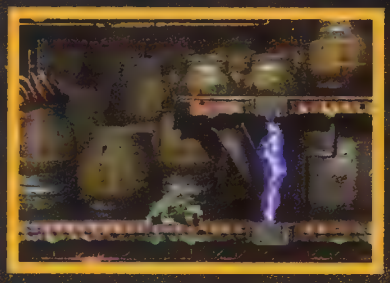


RIP1 4C05

Jump two gaps while avoiding the falling meat.

RIP1 4C06

To deactivate the bomb, crouch, and tap it when it is green. Then climb and move to the next screen.



RIP1 4C07

There are two sleeping Sligs here. You must be careful, Abe, not to start them shooting, or they'll kill innocent Mudokons. But you can trick them ...

Get both moving by making some noise. Say anything except "Hello," which will make the Mudokon stand up. Then drop the right-hand Slig by using the lever to open the chute. Possess and kill the second. Pull the lever on the right ledge to turn off the electrical barrier in the previous room. Free the Mudokon, then continue your escape.



Tip If you take over the second Slig and run him to the left, you can make him detonate the bomb even after being electrocuted. This saves you the trouble of disarming the bomb in the previous screen.

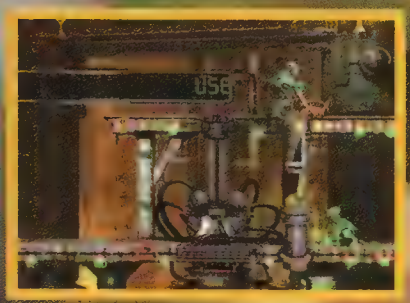


RIP1 8C10

Crouch or roll to the next screen.

RIP1 8C01

Jump onto the ledge and turn off the saw.



RIP1 8C02

Abe, use your head. You could pull the lever and grind up that Slig. But if you're smart, you'll possess the Slig, run right two screens, and shoot the Slig you find there. Then release and destroy the possessed Slig.



TAKING THE SLIG ALL THE WAY

You can actually take this Slig all the way to 016 and destroy another Slig before releasing it. Just take it to the right as far as it can go. Tell the Mudokons to "Look out!" and shoot the Slig.



RIP1 8C10

Crouch in the entry and call the Mudokon. Have him follow and return to C01. Free him.

RIP1 8C11

Find the Mudokon hidden in the shadow and lead him back to the gate.

RIP1 8C03

If you didn't shoot the Slig before, use the shadows to hide from him.

RIP1 8C04

Pass the door and continue to the next screen.

Tip To get a better reset point in R1P18C04—just in case—go through this door, then return here. If you die in the next section, you'll restart from the bottom door instead of way back in C10.

RIP1 8C05

Roll under the fast saw and continue to the next screen, passing under the slow saw to the right.

Pull the lever again and then roll to C06.

RIP1 8C06

There are two Mudokons here. One is in the shadows. Head to the next screen. Be ready to run back to lure the Slig if you didn't take him out before. Hide in the shadows and pull the lever to drop meat on the Slig.

RIP1 8C07

You'll find two more Mudokons here and a bird cage.

By the way, Abe, you could have used the possessed Slig from C02 to go all the way here and shoot this Slig if you had wanted to do so.

You'll be back here later and handle Zulag 2 then. There are still a lot of Mudokons to save when you return. You will return, won't you, Abe?

Right now, however, it's time to go get all the Mudokons you just passed and bring them here. When all six Mudokons are here, chant to to release them. Good work, Abe! You've done well. But there's more to do. Return to C04 now. Watch out for the saws!

RIP1 8C04

After all the Mudokons have been rescued, enter the door. At the bottom, run to the left.





RIP1 8C01

Run or roll to the left before the Slig can react.



RIP2OCO2
Get a grenade from the Boom Machine.

RIP2OCO1
If you want to, you can kill the Slig with a grenade. This is useful if you are going to try to free the three secret Mudokons later. There are several ways to do this. Try listening from C02 and rolling a grenade when the Slig gets close. Or climb on its platform and toss a grenade straight up to destroy the Security Orb. Then possess him. There are several ways to take out this Slig.



RIP2OCO2
With another grenade, go up the lift.

RIP2OCO3
Pass the sleeping Slig on the ledge.

RIP2OCO4
Walk on the top platform a few steps, crouch, and toss a grenade so that it falls and blows up the bombs below.



Now you can drop all the way down to C03 and quickly run/roll to the left to escape RuptureFarms.

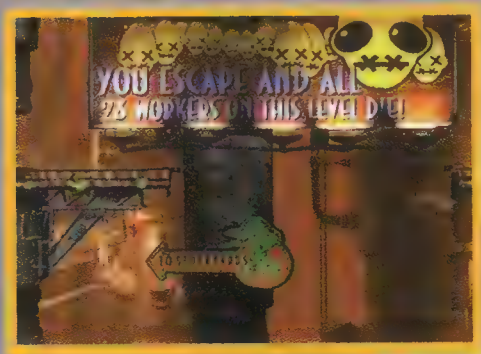
But before you go ... you might want to look for Secret Area 6.

SECRET AREA 6

RIP2OC04

If you want to rescue all the Mudokons in Zulag 1, go get another grenade, find the right position at the edge of the lift and toss one (with the controller back to the left) to blow up the Slig on the ledge below. Now you can walk off the edge of the lift and land on the Slig's platform in the room below.





RIP2OC03

From the Slig's platform in C05, roll through the pipe to the right. Careful not to go too fast.

RIP2OC05

Once you are through the pipe, stand up and jump under the first saw. Now you must time it to make it past the next two saws in two quick jumps. Wait until both saws are in the up position, jump twice, and then continue through the pipe to the next room.

(Or, you could jump through the first saw and roll under the other two when the trap doors are in the up position—your choice, Abe.)





RIP2OC06

Chant to free three Mudokons. Return through the pipe to C05.

RIP2OC05

If you killed the Slig in C01, you can roll to the edge and drop down without going back through the saws. If not, you'll need to make it through the saws again and go out in C03, dropping to C02. Either way, you can continue through the level now. Just pull the lever in C02 to call the lift back down.

Congratulations, Abe! You've escaped RuptureFarms. But you're not into the woods yet. You've got to get past the Stockyards next! Watch out for slimy Sligs and ravenous Scrabs.

CHAPTER THREE
THE STOCKYARDS

Abe, you made it out of RuptureFarms, but there's still plenty of danger ahead. Be careful while you cross the Stockyards. There are plenty of Sligs here ... and other dangers. Watch out for Slogs! And Scrabs, too! Look for hidden places where your fellow slaves are working. Free them, Abe, and earn good Quarma.

EIPOLCO1

Watch the motion sensors. Stand still when the red bars are near. Then move when they move away.



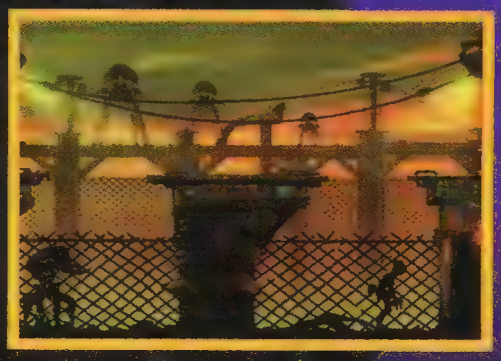
Tip If you want to save the Mudokon down below, chant immediately upon entering this area.

EIPOLCO2

Jump across the two gaps. Don't fall in, or the Scrab will eat you.

But wait! If you want, you can find a secret area here.

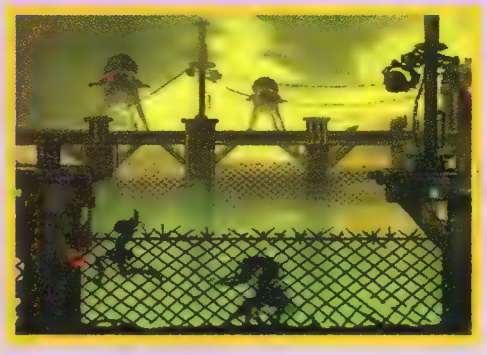




SECRET AREA 7

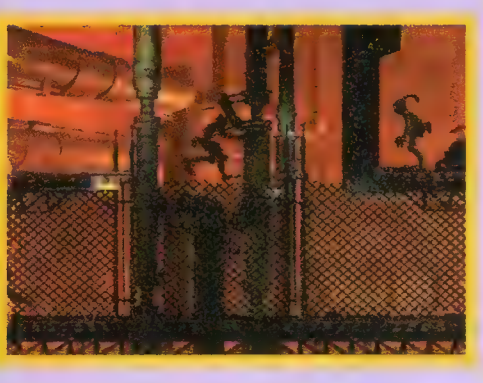
EIPO4C02

Drop into the right-hand pit and go in the door. This takes you to the background of C03. Run to the left.



EIPO4C04

Chant and jump in the gate.



EIPO4C07

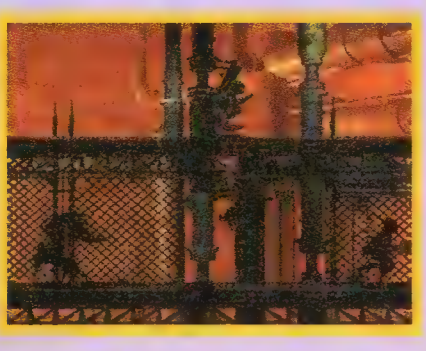
Chant to open the exit gate. You'll want it later. Then talk to one of the Mudokons and tell him to follow. Now walk to the next room and immediately run back and jump on the upper shelf, with the Scrab in hot pursuit. As soon as the Scrab has gone under the platform, take off running.

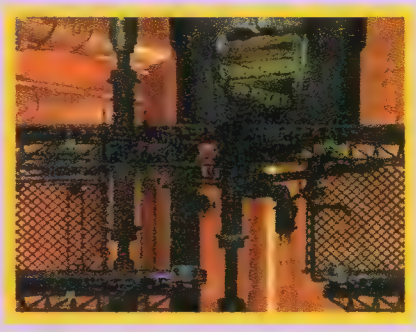
EIPO4C08

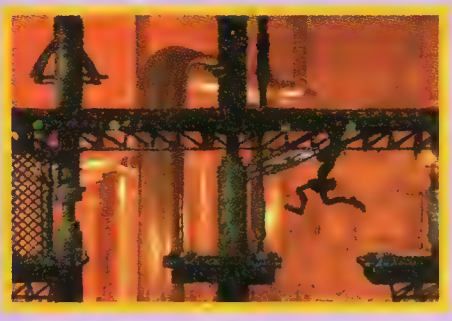
Run across this screen.

EIPO4C09

Run and jump over the gap in the middle.







EIPO4C10

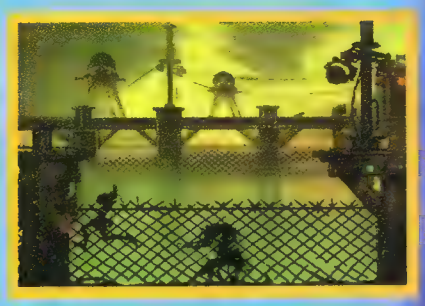
Run and jump two gaps in quick succession.

EIPO4C11

Run and jump to climb onto the high platform. Chant to release the Mudokon. Try to get the Scrab under the platform while you chant, and get ready to take off running again.



Return to C07, jump on the high platform again, get the Mudokon to follow, and repeat. When you're done, jump through the final gate to return to the main path.



ELPO4CO3
When the Scrab is to the right, run and jump out of the pit before it catches up.





ELPO4CO4
Avoid the motion sensor and run/jump the gaps.



ELPO4CO5
Chant to read the light clue.



ELPO1CO1
Check the light clue and jump the gap. Sneak to the next screen.

ELPO1CO2
Sneak, then jump over the mine. The Slig will wake up and walk away. (It is safest to hang in the narrow gap and be sure the Slig does not see you, Abe.) Wait until he's off-screen, then jump and sneak to the shadows. If your timing is perfect, you can sneak all the way to the next screen and stop in the shadows there. Otherwise, you may want to hide in the shadows on this screen and wait until the Slig has passed, then sneak to the next screen.

ELPO1CO3
Wait in the shadows until both Sligs are offscreen, then run and crouch in the small shadow to the left of the screen. When the bottom Slig has passed you, roll quickly offscreen, but not too far.

ELPO1CO4
Jump over the mine, then climb down the cliff.

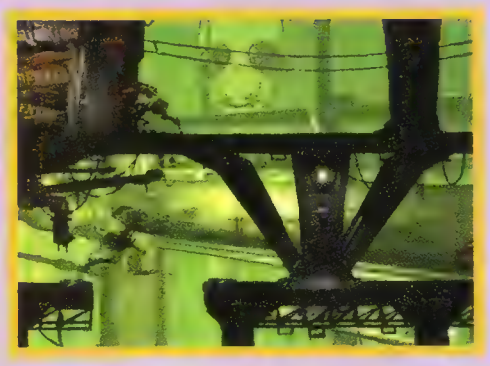


ELPO1CO5
Crouch and set the bomb, then head to the right to lure a Slig back here and blow it up. Or, enter the secret area. To do so, chant to activate the gate. You'll get zapped, but the gate will still appear. Jump in to find Secret Area 8.

SECRET AREA 8

EIPOKO8

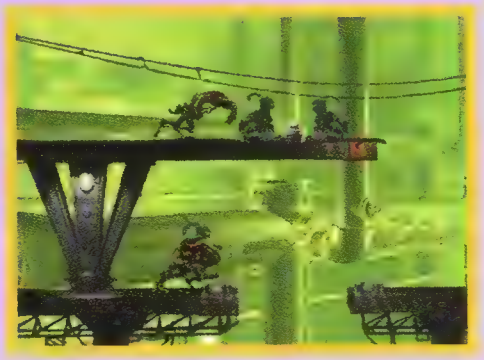
This secret area requires a great deal of patience. There is no way to do it quickly.



As soon as you appear, jump and hang on the ledge ahead. Wait until the Sligs have left the screen, particularly the one on the bottom. Follow the Slig, sneaking to the next screen.

EIPOKO9

Run/jump at just the right moment to cross the gap and catch the opposite ledge. Hang there until the Sligs get bored. When both Sligs are gone, climb up onto the high platform and sneak to the left.





There's a narrow shadow spot on the first screen that you can hide in. If your timing is good, you will also have time to say hello to one of the Mudokons and tell him to follow you as you head to the left.

EIPOKO8

Hide in the shadow and wait until the upper Slig moves back to the right. Then tell the Mudokon who followed you to wait. When the Slig returns and walks past you, sneak to the right again.

EIPO KO9

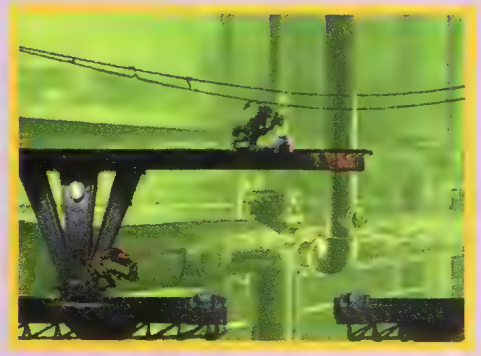
Tell the second Mudokon to follow you, and sneak back to the shadow spot.

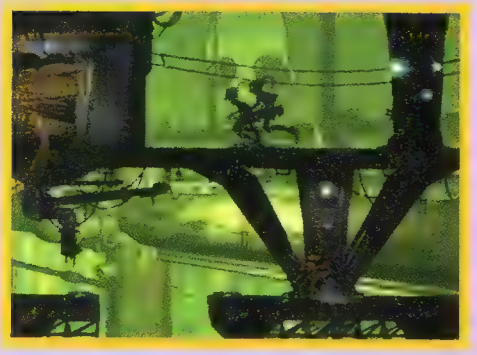
EIPO KO8

When the Slig has left the screen, tell the Mudokon to wait. When the Slig passes you again, going left, sneak back to C09.

EIPO KO9

Quickly sneak to the bomb and set it. Sneak back to the shadow spot. You should just have time to do this, Abe, but there's very little to spare.





EIPO KO8

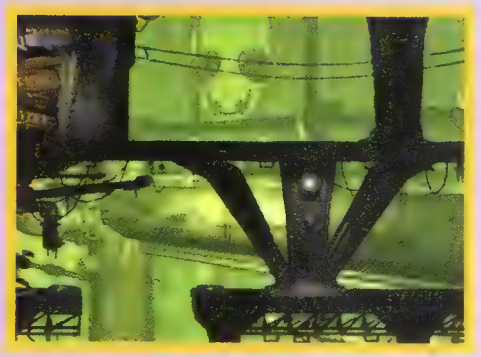
When the upper Slig has blown up, wait until the lower Slig is off the screen. This is important. Then chant. The two gates will open, and the two Mudokons will run to safety. Now all that's left is to get to safety yourself. Walk back to C09.

EIPO KO9

When it is safe, climb down to the lower path and jump the gap to the left, hanging on the edge. Wait for the Slig to appear. When the Slig turns around and starts to the left, sneak behind him.

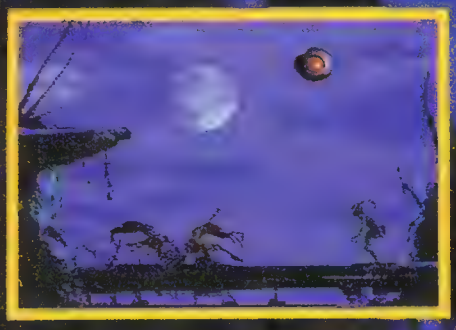
EIPO KO8

Sneak all the way to the edge of the gap and jump immediately. (Or sneak almost to the edge and run/jump at the last moment to cross the gap and hang.) The Slig will eventually leave, and you can then hoist yourself up and jump through the gate to safety. Whew! That was a tough one.



EIPO C05

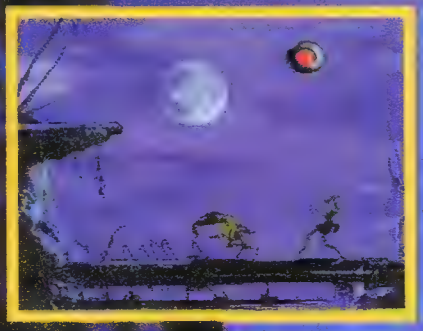
If you haven't done so already, set the bomb by crouching and tapping it with the square button. Then head for the next screen.



EIPO C04

Go just a little way into the screen. When the Sligs notice you and give chase, turn and run. Jump up onto the ledge and let one Slig blow himself up on the bomb. Return in a dead run and jump onto the ledge before the remaining Slig can recover. (Or, sneak into C06 and then follow the Slig from left to right, sneaking all the way to the ledge.)

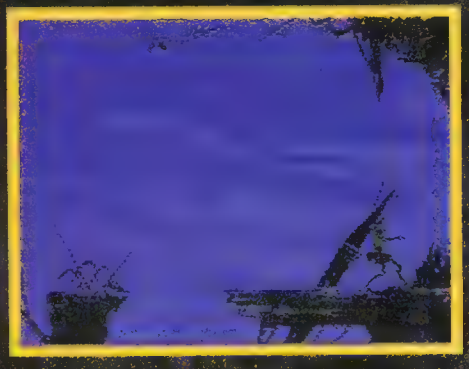




EIPO 2C01

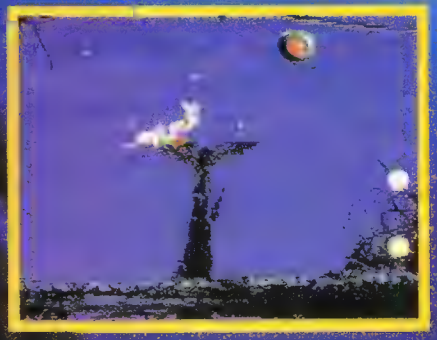
Jump across the gap. You can keep going left, or go down to C05 and another secret area (but beware of the bats).





EIPO 2C05

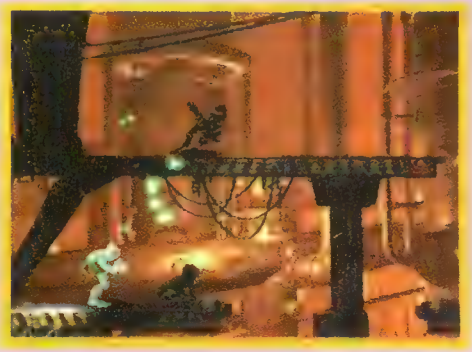
You drop to a small mesa-like platform. A Slig will wake up and head away from you. As soon as he enters the next screen, jump across and follow it. Walk right by it (you may not see it because it's in the shadow area), and get to the raised platform in C06. Jump up on it and chant immediately. Then, when it's safe, jump into the gate to Secret Area 9. (If the Slig scares away the birds, run to the previous screen and then back to reset the portal.)



ENTERING SECRET AREA 9 FROM C06

If you enter Secret Area 9 from E1P02C02, see the section "Entering Secret Area 9 from C02." If you come from E1P02C06, you'll start on the middle shelf with the two Mudokons.

If you enter Secret Area 9 from C06, possess the Slig in C10, bring it down to C08, and shoot the Sligs there. Tell the Mudokons "Look out!" to make your job easier. Release the Slig. Now climb down to C08 and release the two Mudokons there. Walk back to C07, chant to open the exit gate, and leave.





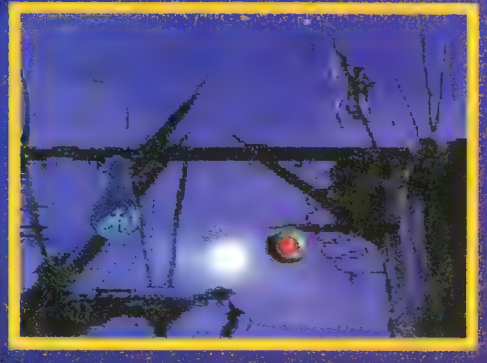
E1P02C03

You'll see a patrolling Slig on the lower path. Continue to the next screen.

E1P02C04

When the Slig is offscreen, drop down and set the bomb. Then climb back up and wait for the Slig to blow itself up. You can go on to the next screen, or go back on the lower path to get three rocks from the hanging sack. This is also the easier way to get to Secret Area 9.





E1P02C03

To find Secret Area 9, jump down to C02.

E1P2C02

Chant to open the gate and jump through it to Secret Area 9.

ENTERING SECRET AREA 9 FROM C07

E1P02C07
Chant to open the exit gate, and climb to C09.

E1P02C09
You'll find a Mudokon and a Slig. Wait for the Slig to walk off the screen, then immediately follow him.

E1P02C10
Run before the Slig can turn, and go over the edge. You'll land on a small platform below the one the Slig is on. Now chant and take over the Slig.

Control the Slig and take it to the area below you.

E1P02C08
Now, carefully, shoot each of the Sligs on the screen below. Wait until they are clear of the Mudokons and shoot each one when it won't endanger the Mudokons. This is easier if you tell the Mudokons to duck before you open fire. Then destroy the controlled Slig, climb down, and open the gate for the two Mudokons.

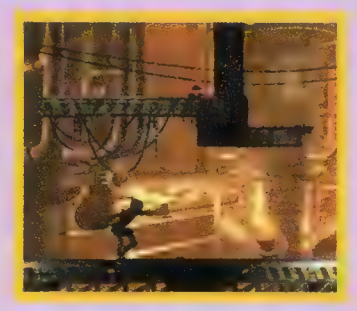
Now you have another problem. There are two more Mudokons, but there are mines below them. You must find a way to get them safely down from the platform they're on without landing on the mines.

Use a rock or grenade. Move to the left of the screen and crouch. Then throw it forward to blow up mine.

NOTE: If, for any reason, you find yourself stuck on the bottom path, you can still save the Mudokons. Stand under the mine on the bottom path, about one step to either side of it. Get ready to throw, and then press the controller pad in the direction opposite the way you're facing. The rock will fly almost straight up and destroy the mine. Now you can rescue the Mudokons above.



Drop a rock to blow up the mine on the right side, and then lead the Mudokons down to the bottom and send them through the gate. (One way to destroy the mines from the bottom path is to stand about one step past the mine, face it, and then throw with the pad in the opposite direction. This is the most extreme upward throw.)



E1P02C07
When you are finished, enter the gate that you created at the beginning of the secret level. You'll be back at C01. This time, continue to the left until you reach E1P03C01.

E1P03C01
Climb carefully down the two cliff faces.

E1P03C03
Get a rock if you need one. If you head to the right from here on the top path, you'll find the entrance to a secret area.

SECRET AREA ID



E1P03C02
Chant first, then stand at the left edge of the area and throw a rock with the controller down to blow up the mines. Then enter the gate.

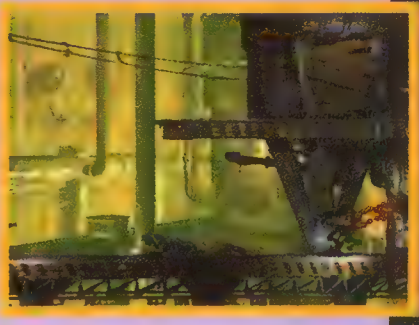
E1P03C07
When you hit this screen, be ready to run and roll. Three Sligs will be after you, but if you hit the X button on the run, you can escape through a tunnel to the right. Stop as soon as you leave the screen, though. There's danger ahead.



E1P03C08
You'll find a row of mines, one Slig ahead, and one above. You're in the shadows, though, so creep up to the first set of two mines and jump when the Slig isn't looking. Wait and jump again. Now wait until both Sligs have their backs turned, climb up, jump across, and walk forward (don't run). (You can hide in the shadows if you need to.) You'll automatically roll through the narrow tunnel, and once on the other side, you'll be protected from the Slig's bullets. Now chant. The first Slig will run around and blow himself up. Chant again. Possess the upper Slig and take it to the left to shoot the remaining three Sligs. Now return to C07 on the upper path.



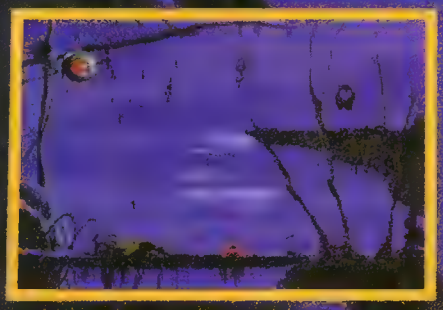




E1P03C07
Chant to release the Mudokon. Return to C08.

E1P03C08
Chant to open the gate, and then jump the gap to the right and lower carefully. Jump through the gate, and you'll be done.

E1P03C04
Go to C03, roll to the left along the bottom path and toss a rock to blow up the mine and the sleeping Slig.



E1P03C05
Stay in the shadows. When the Slig comes toward you and turns around again, sneak to the next shadow. Run and roll (X button) when it passes you again. Be ready to jump on the next screen.

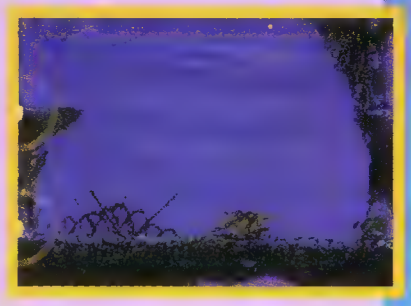


E1P03C04
Jump onto the platform and check the clue. Continue.

E1P04C01
There's a rock dispenser. Also a mine ... and a secret nearby.

SECRET AREA 11

E1P04C01
To find Secret Area 11, first make sure you have three rocks. The sack will give you three. Then walk or roll to the left, past the clue lights. You'll fall to a lower level.



E1P04C13
A Slog is asleep here. Chant first to open the gate, then stand where you landed and toss a rock with the controller down. You should hit both mines. Now run/roll through the narrow opening. The Slog will follow.



E1P04C14
Jump on the ledge at the opposite side of this room. Now run/roll to back C13 and jump through the gate.



E1P04C11
This one's easy. First, sneak into the next room.

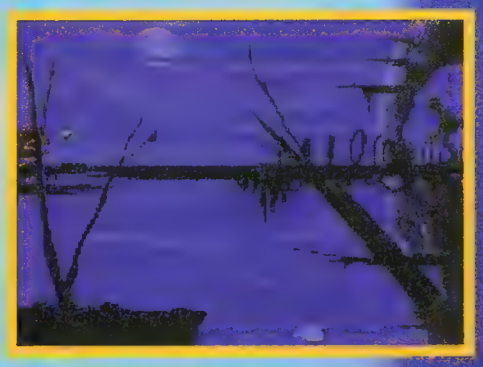
E1P04C12
Sneak to the ledge and jump up. Chant to release the Mudokon. Now the Slog's awake and after you.



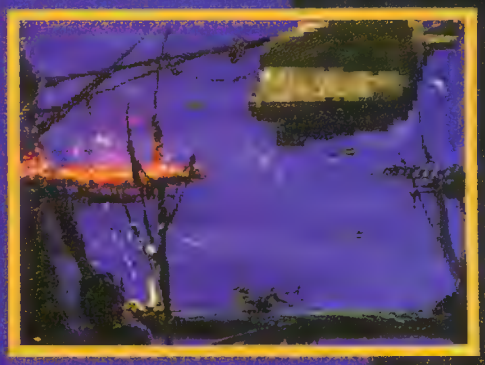
E1P04C11
Chant to open the gate. (You could have done this before awakening the Slog.)

E1P04C12
Run and jump to the ledge to the right. Then return to C11 with the Slog on your heels.

E1P04C11
Jump through the gate to finish the secret area.



E1P04C03
Make the Slog chase you by tossing a rock at his nose and running. Then jump over the bomb when you get back to C01. Boom!

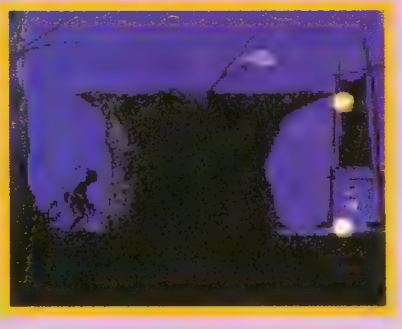


There's a cliff below. This leads to a secret area, but you'll have to go to the next screen and backtrack to get there.

E1P04C04
You can keep going left or backtrack to find the secret area.

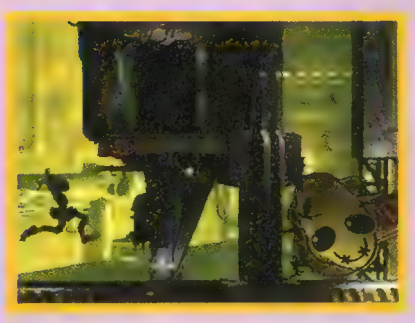
SECRET AREA 12





E1P04C02
If you drop off the edge in C03, you'll land here. Chant to make the gate appear. Enter the secret area.

E1P04C09
As soon as you materialize, run full speed to the right.



E1P04C10
The Slog is chasing you, so don't stop here.

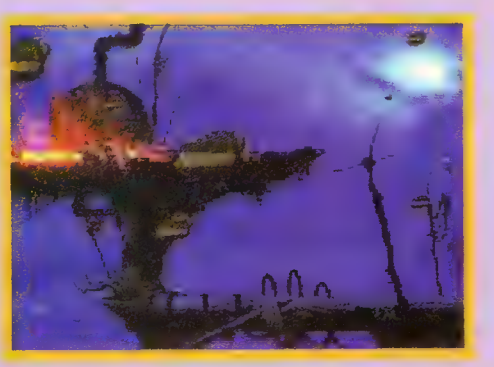
E1P04C11
Jump onto the platform before the Slog gets you. Then go in the door to the distant path. Backtrack.

E1P04C10
Chant to open the gate to free the Mudokon. Then run left to C09 and chant again to open the exit gate. Now return to C11, jump down, and run like hell. Jump into the exit gate to return to the main path in screen C01.

E1P04C05

There's a Slog ahead, and a bomb just behind him. Lure the Slog back to C04, and jump onto the platform. Run back to C05 and jump over the bomb. Let the Slog have the pleasure of explosion. (Or, just sneak into C05 and throw a rock to blow up the mine and the Slog together.)





E1P04C06

There's a Slog on the upper platform and four mines in a row. Climb to the ledge, and throw a rock to detonate the mines and blow up the Slog. Don't forget to replace any rocks you use.

(You should be able to jump over two bombs easily. A running jump can clear three bombs, but why take chances?)

Before you leave, if you jump or walk off the lower path (below the four mines), you'll find another secret area.

E1P04C07

Another gate. Only this one takes you to the rock dispenser in C01.



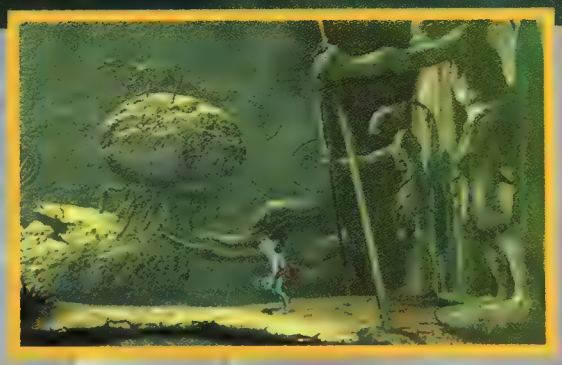
E1P04C08

Time to head down the cliff. At the bottom, witness Abe's vision and near-fatal accident.

More mysteries, eh Abe? Do you know what is happening to you? It's your destiny, Abe. You have been spared for a purpose. Go forward, and realize your future. Save the Mudokons! Down with RuptureFarms!



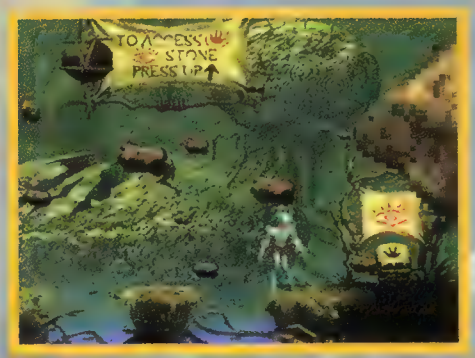
Chapter Four
The Monsaic Lines



LIPOKC14

You made it, Abe! You're out of RuptureFarms. So now what? Now, you become a hero.

Walk to the left. You're at the start of the land.



LIPOKC01

Time your jumps over the gaps so you don't get hit by the boulders.

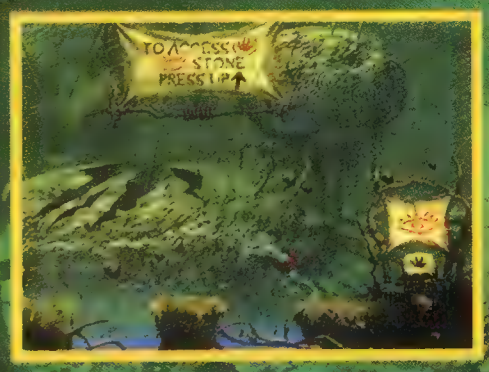
The stone shows a scroll of the Monsaic lines.

Password Key

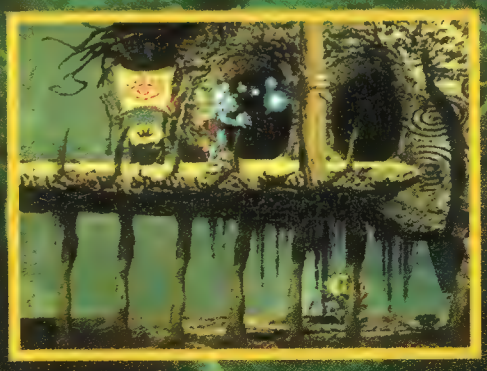
W1 = High Whistle
W2 = Low Whistle
F = Fart

LIPO IC02
The Mudokon guard whistles (W1 W1 F). Answer him, and he'll let you pass.

Climb down.



LIPO IC03
As you enter the area, you'll sense the presence of a Slig below. Possess the Slig, move him to the next screen to the left, and kill another Slig. Release the Slig and enter the cave.

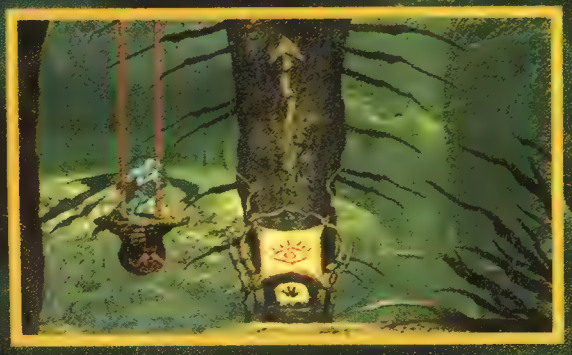




LIPO IC15
Follow the sign's instructions, and keep going to the right.

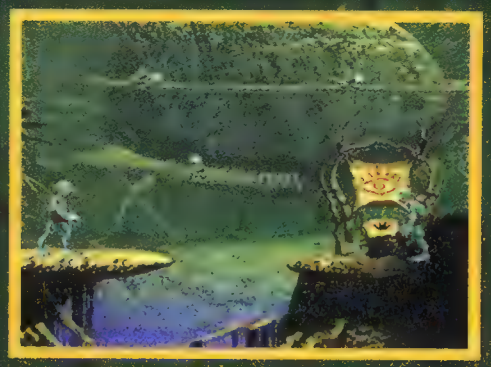
LIPO IC16
Experiment with wells and then go in the cave entrance, which will return you to C04. Walk down and head to the left. Keep going to C07.

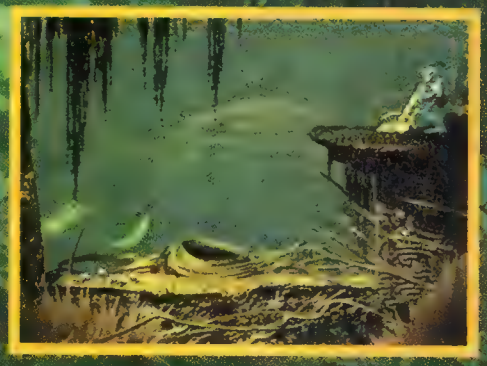




LIPO IC07
Take the lift up. At top, head left.

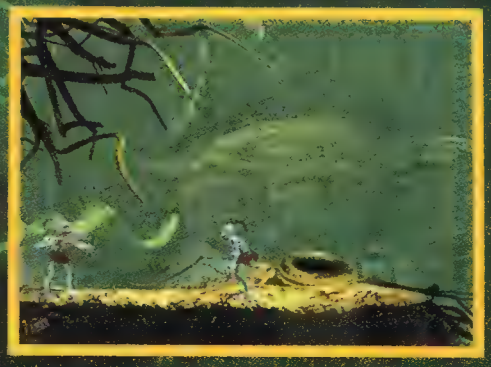
LIPO1C09
Whistle the password (W1 W1 W2 W2 F).



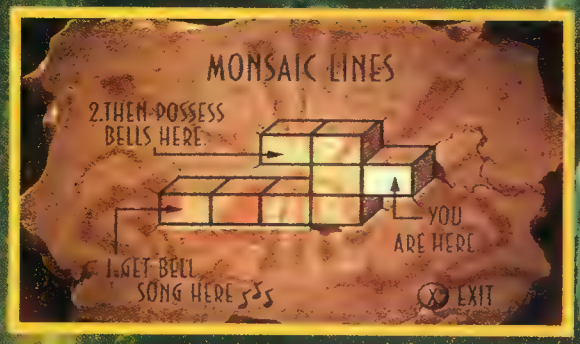


LIPO1C10
Pull the switch to activate the well, then jump in.

LIPO1C11
Whistle the password (W1 W1 W2 W2 W1 W2 F).



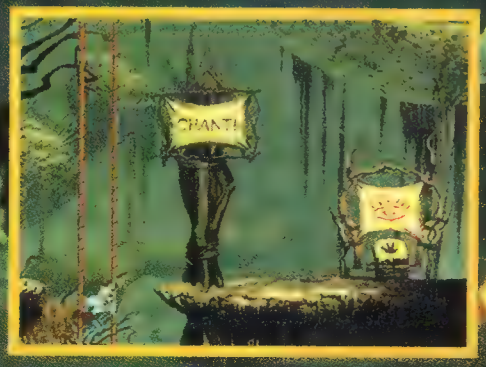
LIPO1C12
Enter the cave, and when you emerge on the other side, keep going to the right.



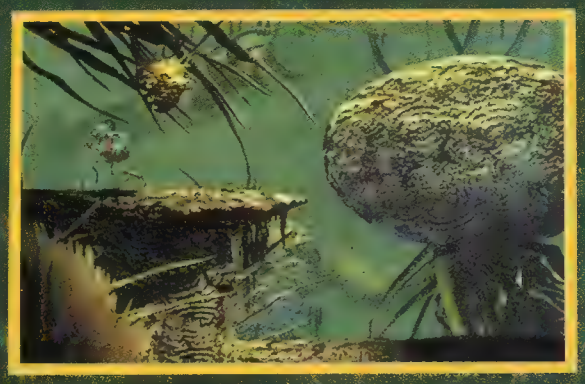
LIPO2C10
Jump in the well and head to the left through C09. Check the map before you leave.



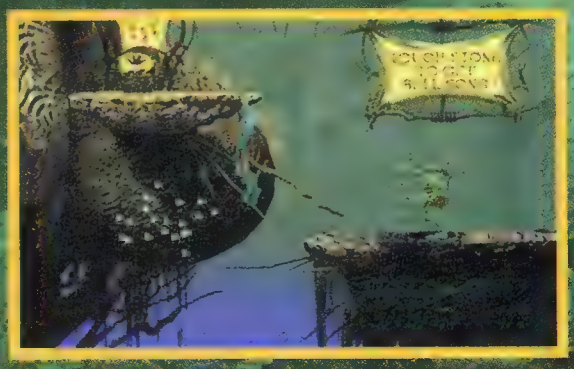
LIPO2C01
Chant to activate the gate. Jump through to the other side. Now you can go up or down on the lift. Go down first.



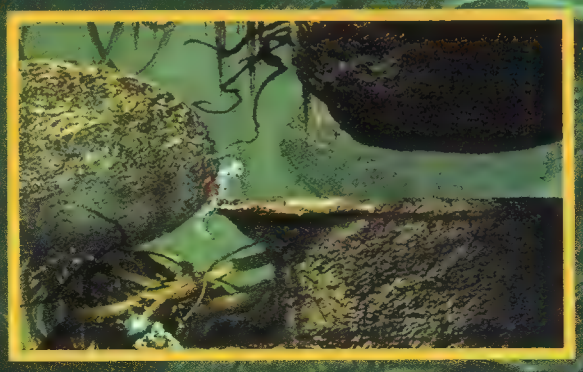
LIPO2C04
Head to the left and pass the chanting monk on C05.



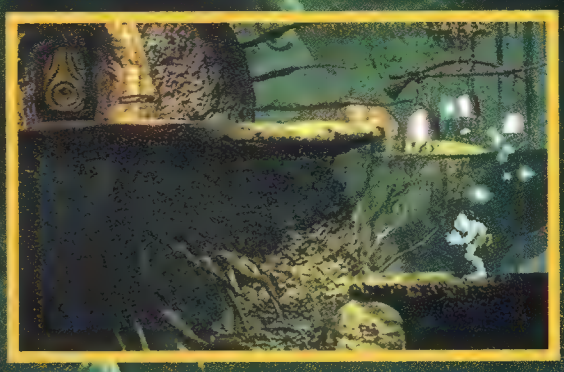
LIPO2C04
Run past the bees.



LIPO2C07
While the bees attack the meditating monk, run/jump across to the clue rock to get the bell sequence.



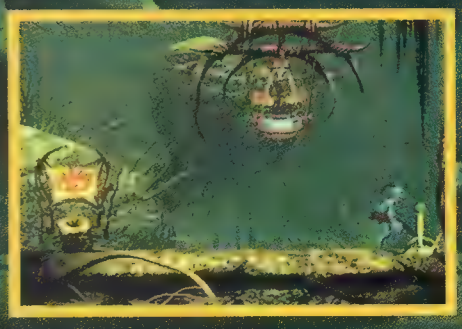
Go back to C04, again escaping the bees with the help of the first monk, and use the lift to go up to the top (C02). Then head left again.



LIPO2C03
Chant to possess the bells. They will ring in the correct sequence if you've gotten the clue from the rock in C07. When the door opens, enter it.

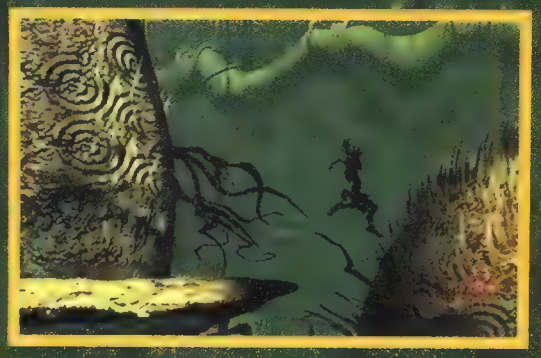
LIPO3C01
From the cave entrance, walk to the right.

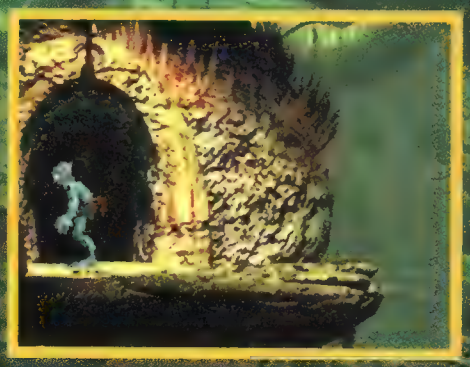
LIPO3C02
Whistle the password (W1 W1 W2 W2 W1 W2 W1 W2 F). Get the clue about the flintlocks and pull the switch to light the flintlock above your head.



L1P05C01

Chant to read the message about the Leap of Faith. Run and jump to the right. Trust me, Abe.





L1P05C02

To the right is a cave in C03. It leads to C04, which contains the You Will Return message.

To the left is a cave entrance that leads to L1P06C01.

L1P04C01

Run to the right in the background.

L1P04C02

Read the clue if you want, then keep running.



L1P04C05

You'll come to a pair of wells labeled Paramonia and Scrabania. They aren't active, however. Run to the right.

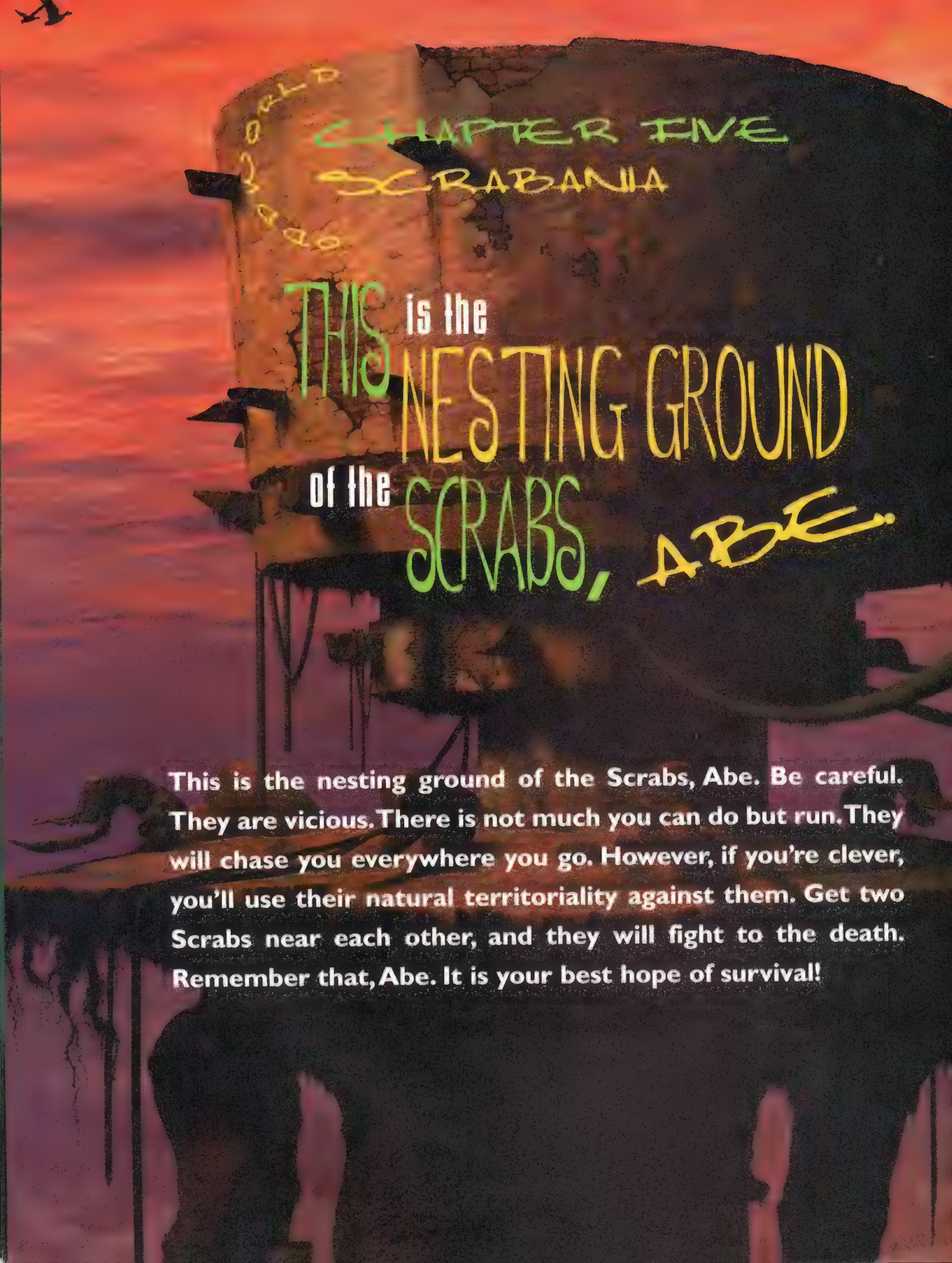
L1P04C04

Check the clue about the Shrykull and then pull the lever to activate the wells. Don't worry about the Sligs for now. They can't hurt you. Return to the wells.

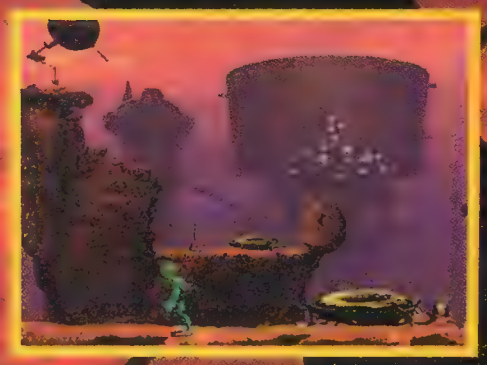
L1P04C05

Pick one of the wells and jump in. Abe, if you're listening, jump in the well that leads to Scrabania first.

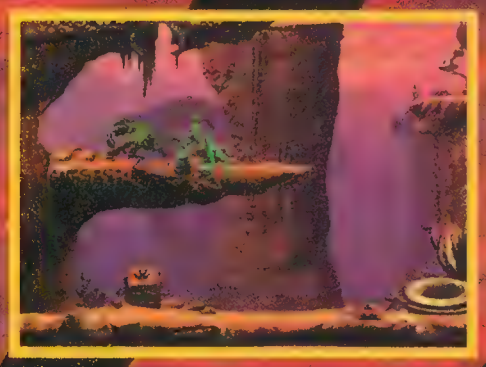




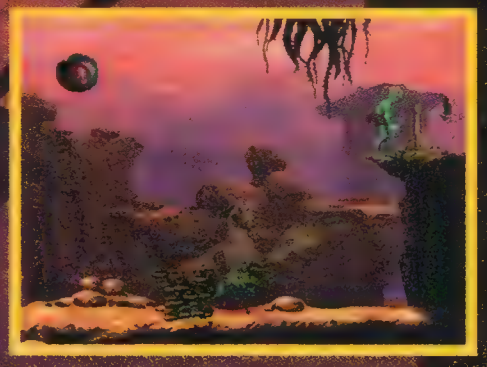
This is the nesting ground of the Scrabs, Abe. Be careful. They are vicious. There is not much you can do but run. They will chase you everywhere you go. However, if you're clever, you'll use their natural territoriality against them. Get two Scrabs near each other, and they will fight to the death. Remember that, Abe. It is your best hope of survival!



DIPO ICO 1
Walk forward to the next screen. Sneak if you prefer.



DIPO ICO 2
Sneak in and jump over the mine. Jump to the Slig's platform and hang until the Slig faces away. Immediately hoist up and sneak to the bomb. Set the bomb and roll off the edge. Stay away from the mine while the Slig explodes. Sneak on to the left.



DIPO ICO 4
When the Slig walks away, jump to the upper platform and wait for the Slig to return. Pull the lever to drop a boulder on the Slig. Move on to the left.



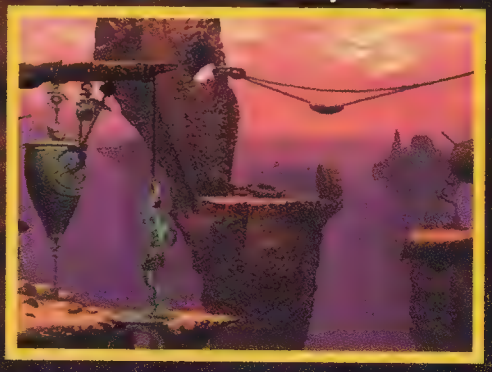
DIPO ICO 5
Stand on the left side of the lever and pull. A boulder will drop on the right side—good thing you weren't standing there! The important thing is that the well in C01 is activated.

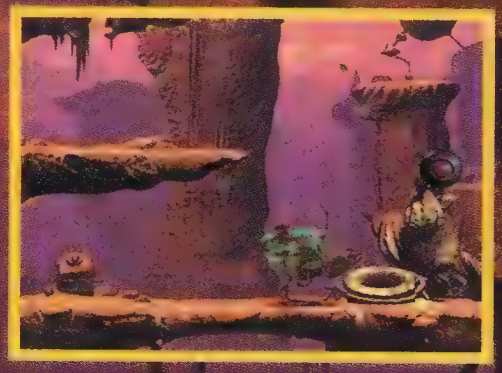
DIPO ICO 1
Jump in the well to move to the background. Pull the lever there to change the activation of the well in C02.



DIPO KO2
Jump in the well. You'll be sent to the background in C03.

DIPO KO3
Chant and possess the Slig. Walk him over the cliff to die and explode the mine below in C02. Jump back in the well, and you'll be catapulted to where the Slig just was. Then call the Elum by jumping to the ring to sound the gong. Carefully climb down; do not walk off or jump. Drop carefully off the edge.

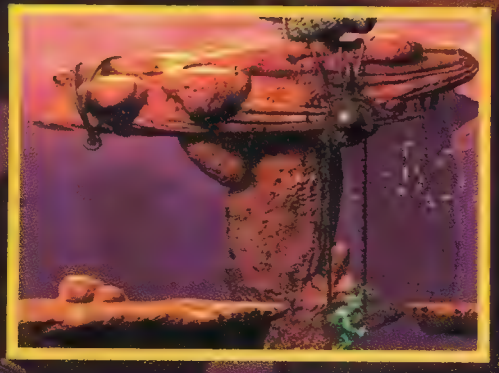




DIPO KO2
When the Elum arrives, mount him and run to the left, through two screens.



DIPO KO5
Jump the gap and enter the cave in C06.

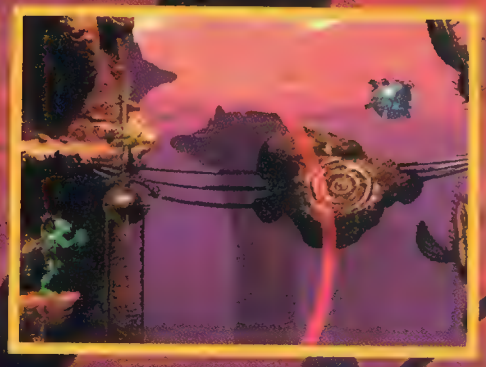


DIPO 2CO1
Exit the cave, jump another gap, and continue to the right.

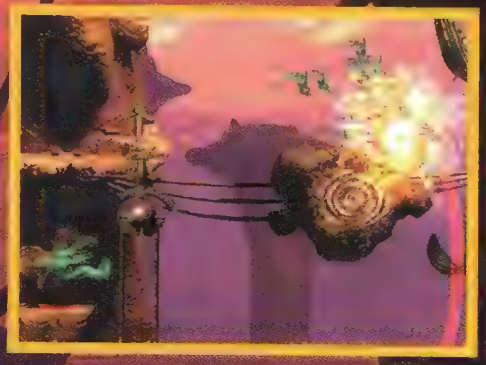
DIPO 2CO2
Dismount and go down the lift.



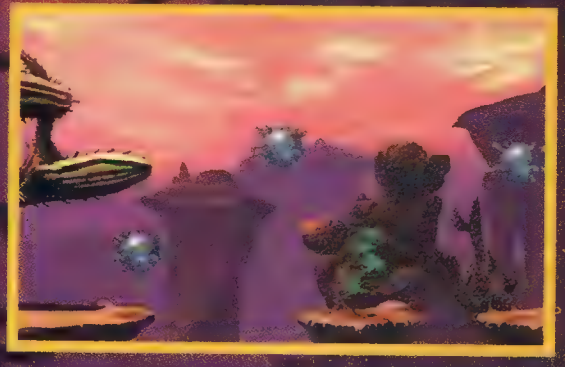
DIPO2C03
Say hello and whistle W2 W1 W2 F. The Mudokon will chant and give you the spirit rings. Walk to the right (on the lower path, Abe).



DIPO2C04
Chant with the spirit rings to blow up the floating mine and return to the left.



DIPO2C03
Jump on the ledge and continue to the next screen.



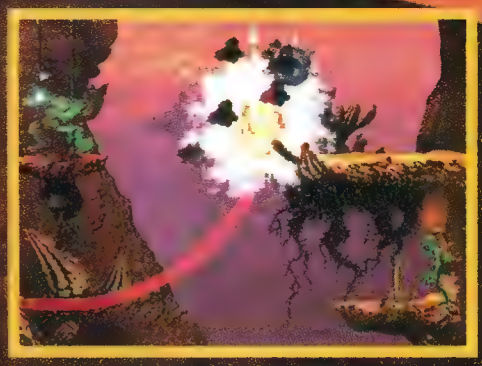


DIPO2C04
Go down the lift.

DIPO2C05
You can blow up the mines with the spirit rings, and then jump across to read the clue. It gives you the next password (W1 W1 W2 F).

If you blow up the mines, return to C03 and get the spirit rings again. Then return here and go down once again.

DIPO2CO1
Say hello and whistle the password (W1 W1 W2 F). When the mines start moving, wait until they are across the screen, and then blow them up with the spirit ring chant. Now mount the Elum, walk to the edge, and jump across the gap. Continue right.





DIPO3CO1
Look for the wider gap between the moving mines. Start running into the gap and keep running through the next screen.



DIPO3CO2
Jump across the gap without stopping and into the next screen.

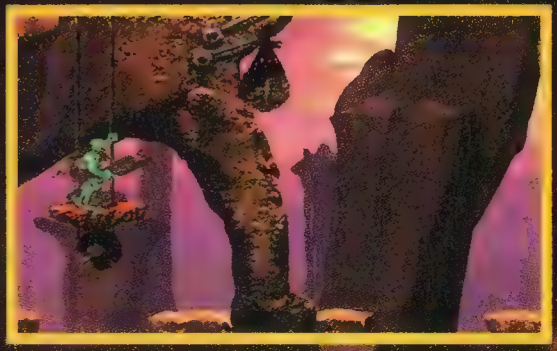
DIPO3CO3
Jump the first gap, and then immediately the second gap. There's a Scrab here. Run back over the gap and to the well in the first screen. Jump into the well, and you'll end up on the other side of the Scrab. Run back, jump the gap, and keep going through the next screen.

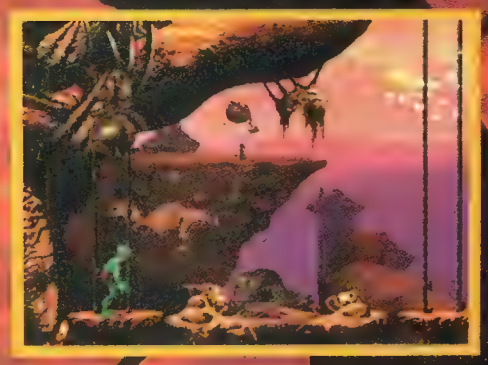




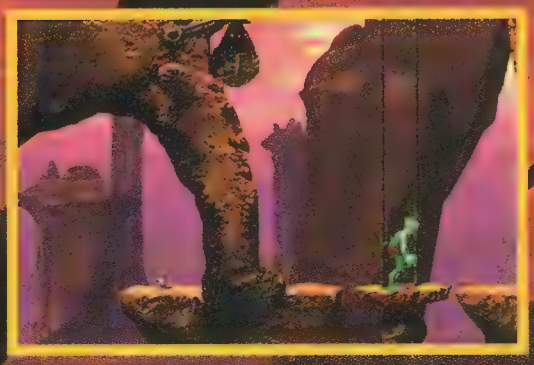
DIPO4CO1
Exit the cave and walk to the right, through C10.

DIPO4CO2
Dismount and go up the lift.





DIPO4C03
The Elum will start eating honey. You'll need him up ahead, Abe. But how can you get him back? For now, go back down—you'll need some rocks to get past the upper path or the one to the right. So go down the right-hand lift, this time arriving on the other side of the rock column in C02.

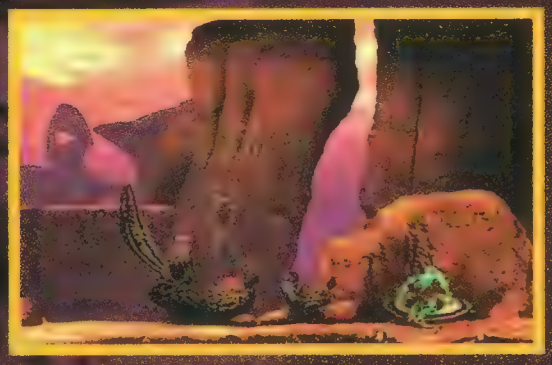


DIPO4C02
There's a rock sack here, but it's too high to reach. Walk to the right, through C13.

DIPO4C14
Jump the gap.

DIPO4C09
Carefully roll to the next screen when it's safe. But watch out for the Slig in the distance.





DIPO4C10
Hide behind the rock if necessary, pull the lever, and return to 6C09.





DIPO4C09

Jump into the now-activated well, and you'll fly through the air and hit the rock sack, collecting one rock. Return to C03 and keep going up.

DIPO4C08

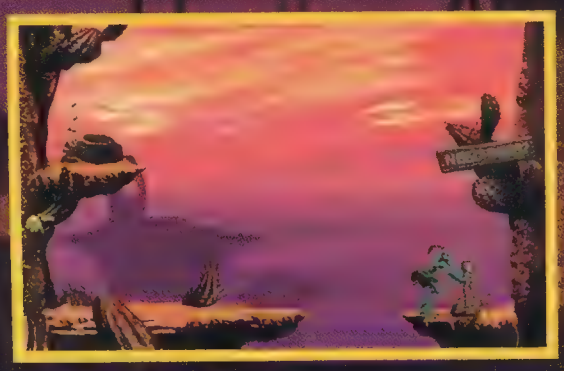
Jump up to the platform where the arrow points to the left, and crouch and toss a rock to blow up the mine. Now roll through.

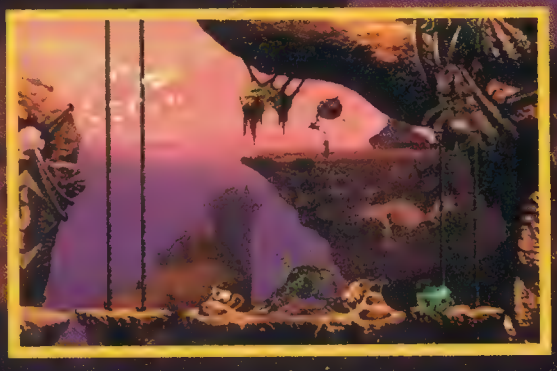




DIPO4C09

The Mudokon here will give you a spirit ring if you whistle W1 W2 W2 W1 F. Go back to C03, and this time head to the right. Use the spirit rings to blow up all the mines in C11, and then climb up.



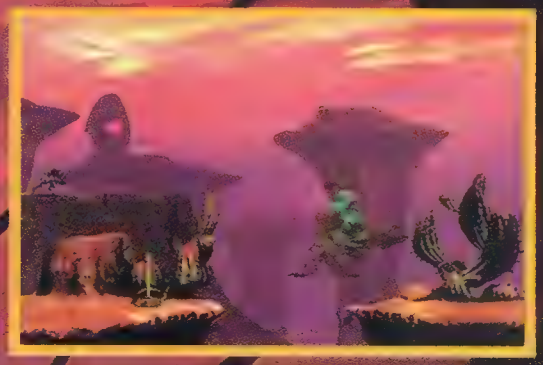


DIPO4C12

Pull the lever to attract the bees. They'll come after you now, Abe. Run quickly back to C03, and the bees will attack the Elum. Don't worry about him. He's tough. But it will get him off the honey so you can ride him again. With the Elum in tow, make your way back to C09.

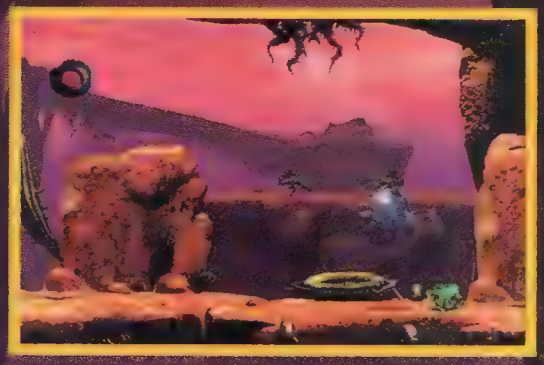
DIPO4C09
Walk to the left edge of the screen and wait for the Slig to return. Then run forward (on the Elum).

DIPO4C10
Use the Elum to jump the gap before the Slig can get you. Be ready to stop on the next screen.





DIPO4C08
Dismount and jump through the well. Disable the bomb (R R G) on the other side, and then roll to the right.



DIPO4C01
Roll under the floating mine and keep going to the right.

DIPO4C02
Jump in the well, and you'll be catapulted to a screen with two lifts and a rock sack.

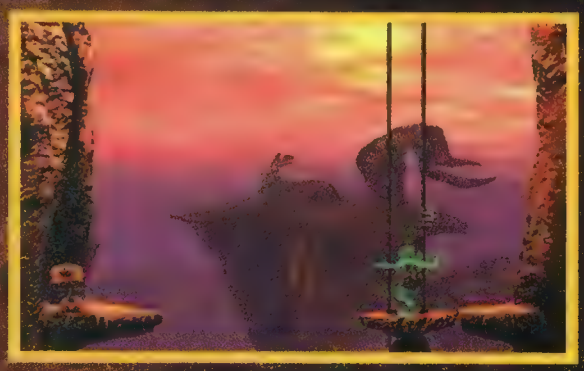


DIPO4C05
Jump to get a rock. It will fall below. Use the lift to go get it.

DIPOLCO4

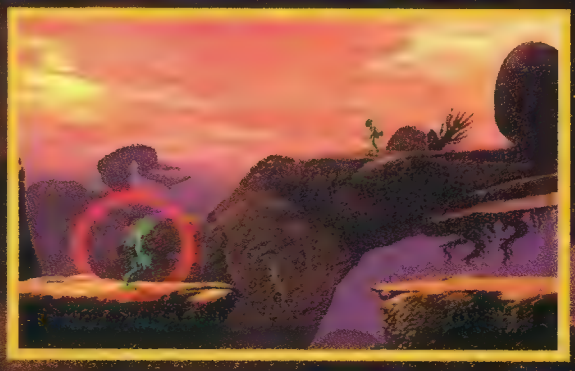
You'll see a clue rock guarded by a mine. Get the two rocks and go back up to C05. Stand in the center of the lift and throw (controller down) to blow the mine. Take the left-hand lift down to the clue stone. Finally, fromC05, move right to C06.

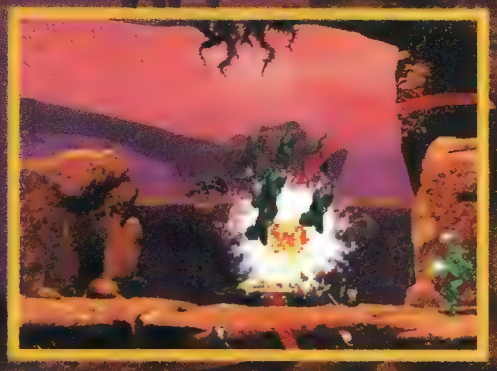


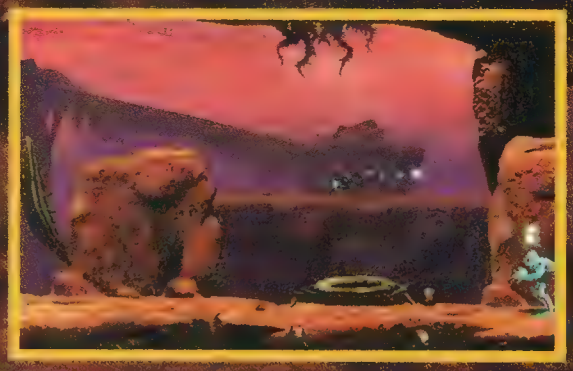


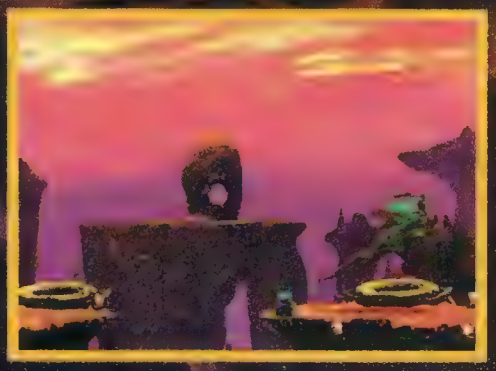
DIPOLCO6

The password is W2 W1 W2 W2 F. Now return to where you left the Elum, with a brief stop at C01.









DIPOLCO1

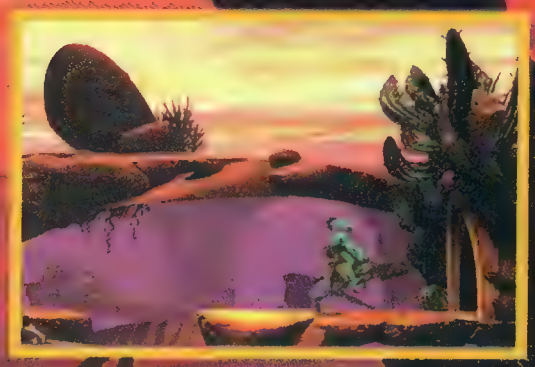
Use the spirit rings to blow up the floating mine and the Security Orb. Then possess one of the Sligs and blow up both distant Sligs. Now it's safe to enter the well, collect the Elum, and pass through here. Then take the Elum back to C06.

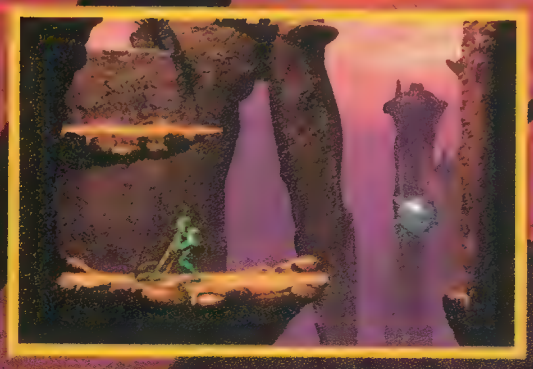
DIPO4C04
Mount and jump the gap.

DIPO4C07
Jump another gap and enter the tunnel.

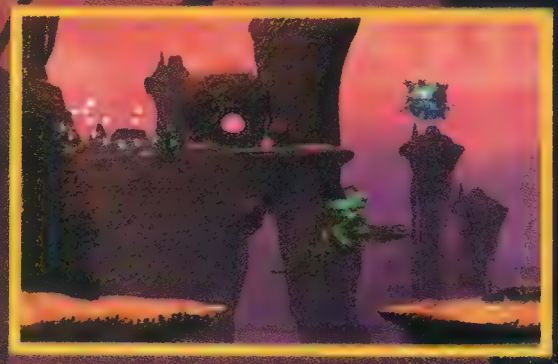
DIPO7C01
Cross the screen.

DIPO7C09
There's a mine ahead. Dismount and climb down the cliff.

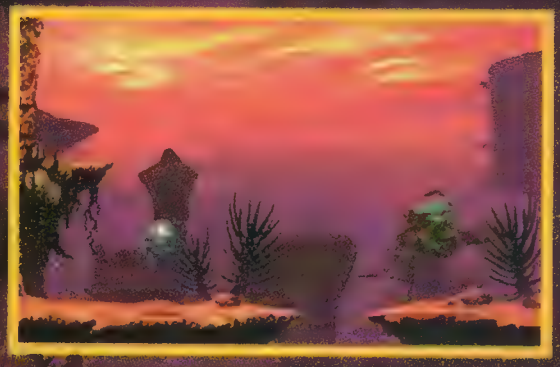




DIPO7C10
When you flip the lever, the mine will start moving. Climb quickly back up.



DIPO7C09
Mount the Elum and time your jump across the gap so you aren't caught by the floating mine.

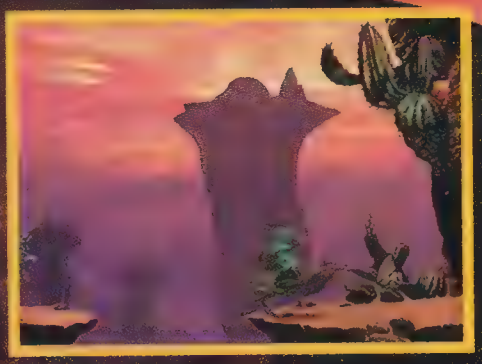


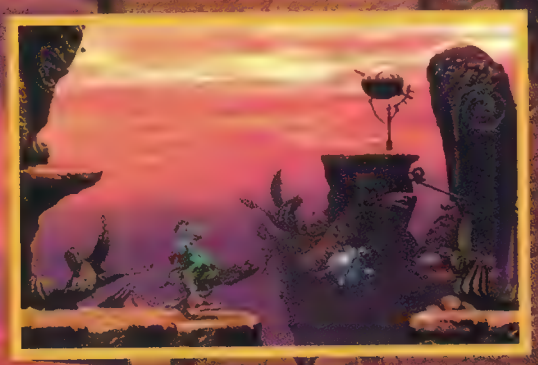
DIPO7C11
There's another mine ahead. Keep moving, jumping the gap. The mine will chase you to the next screen.



DIPO7C12
Jump the two gaps, and whatever you do, don't stop!

DIPOTC13
Jump a final gap toward the right side of the screen. Stop on the next screen.





DIPOTC14
Dismount and climb to the next screen.

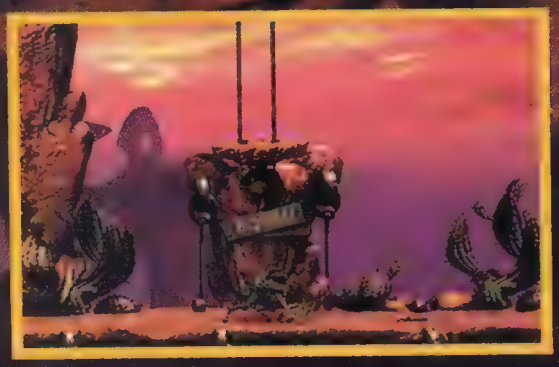


DIPOTC15
Possess the Slig. Walk him to the right.



DIPOTC16
Use the Slig to lower the lift. Shoot the other Slig here.

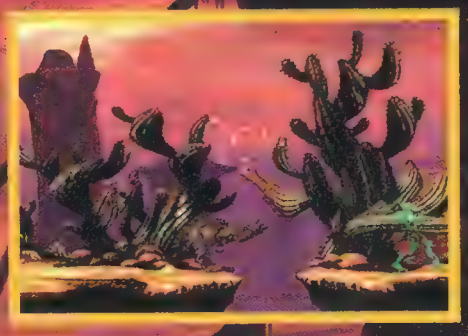
DIPOTC17
Walk off the little mesa and shoot the sleeping Slig. Then walk to the left or pull the lever and watch the mine blow up the Slig.



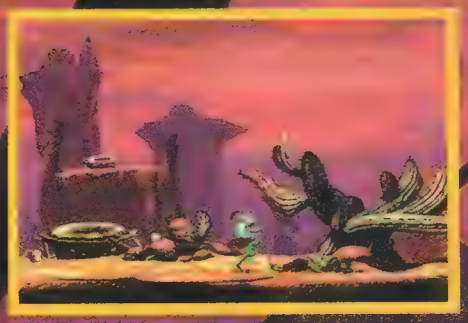


DIPO7C14
If you didn't pull the lever in C17, walk the Slig into the mine to clear the way. Otherwise, mount the Elum and jump the gap to C17.

DIPO7C18
Jump the gap.



DIPO8C05
Jump a small gap and dismount. Tell the Elum to wait.



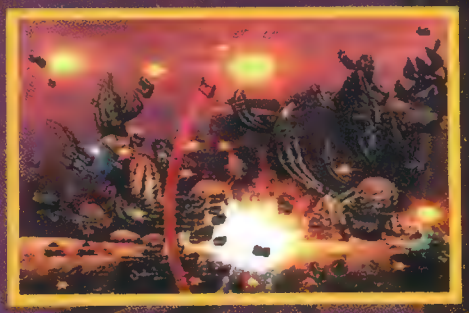
DIPO8C01
Sneak past the sleeping Slig to the next screen.



DIPO8C02
Time it so that you can jump past the sets of mines without being hit by the floating mine. Move to the next screen.



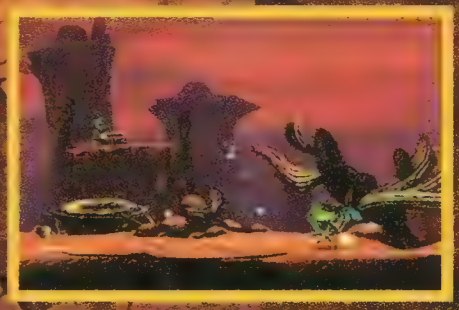
DIPO8C03
W2 W1 W2 W2 W1 F is the password. Get the spirit rings and pull the lever to activate the well. Return to the previous screen.

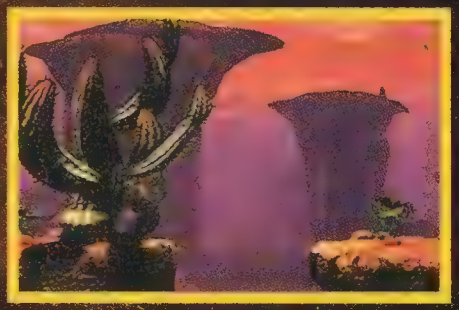


DIPO8C07
Stand as far to the right as you can. Chant to clear the screen. Be sure the floating mine is away from you when you chant. Return to C03.

D1P08C03

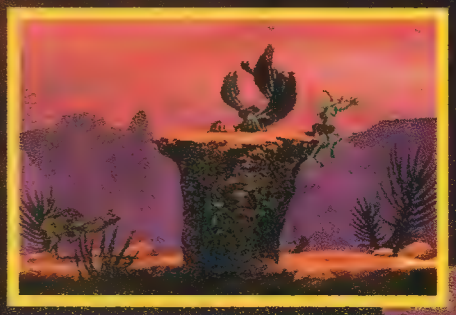
Pull the lever and then jump in the well. This will take you to the background of D1P08C01. Possess the Slig there. Walk him to C04 and shoot the Slig there across the wide gap. Then lose the Slig and go back to get the Elum.





D1P08C04

Jump across the wide gap. Move on to the right.



D1P08C04

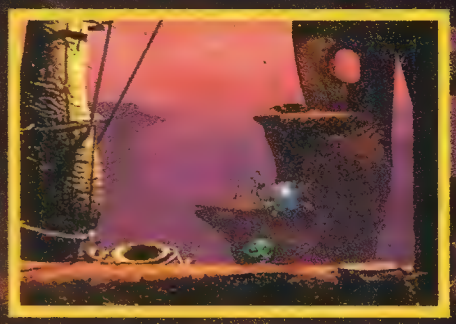
You'll have to leave the Elum here. Climb over the small mesa and continue to the next screen.

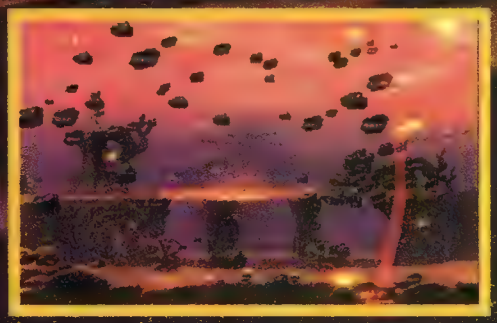
D1P09C02

Jump in the well.

D1P09C04

You'll find yourself in a screen with a floating mine and a Mudokon in the distance. You need to roll back and forth to avoid the mine while giving the Mudokon the answering whistles (W2 W1 W1 F). He'll pull a lever that will activate the well. Jump into the well, and you'll be transported back to C02 in the background.





D1P09C02

Continue to the right.

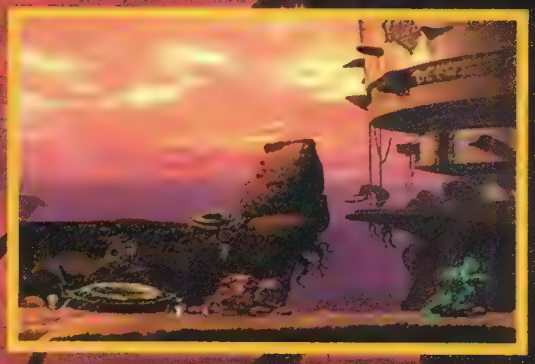
D1P09C05

The password is W2 W1 W2 W2 W1 W2 F. Use spirit rings to clear the mines and then head to the right again.

D1PO KC06

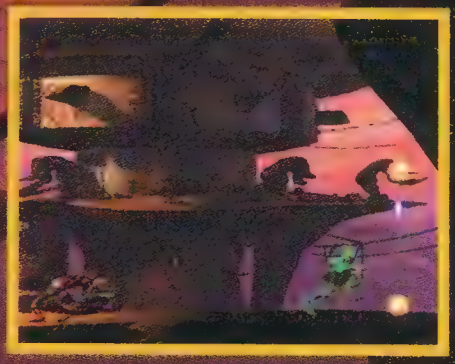
Jump in the well to return to the foreground. The clue will tell you about the Scrab Temple.





D1PO KC07

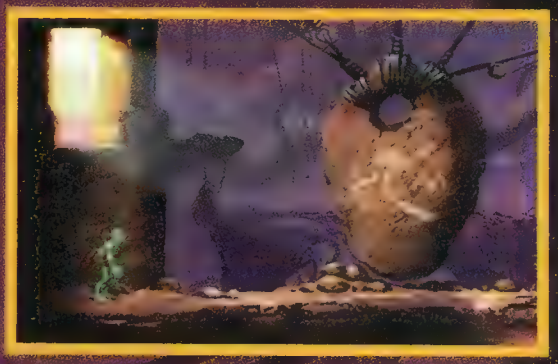
Sneak to the screen. You'll find a Slog and a bird portal. Turn to face left and then chant just for a second. Take off running to the left with the Slog in pursuit. Jump into the well, landing to the right of the Slog. Now you can run to the right and into the gate before he can catch you.



Approaching the Temple

D2PO KC01

There's a Slig in the background. Roll to safety behind the huge hanging rock. Roll to the next screen when it's safe. Or look for Secret Area D1.



SECRET AREA D1

D2PO KO1

If you roll to the left on this screen, you'll come to a secret area. Chant to enter the gate.



D2PO KO7

There's a Slig below and an armed bomb. The simple thing to do would be to possess the Slig and blow him up with the bomb. However, that would be a mistake. First, lower yourself into the shadows and then sneak to the shadow near the bomb. When the Slig's back is turned, sneak to the bomb, which alternates R G R G, and disarm it. Then sneak back to the ledge you entered the area from. Possess the Slig and run him to the left.







D2PO KO8

Stand the Slig in the middle of the screen (under the Mudokon face). Shoot the Slog coming from the left and then turn and shoot another from the right. There are ten Slogs in each kennel. Shoot all of them and then destroy the Slig.

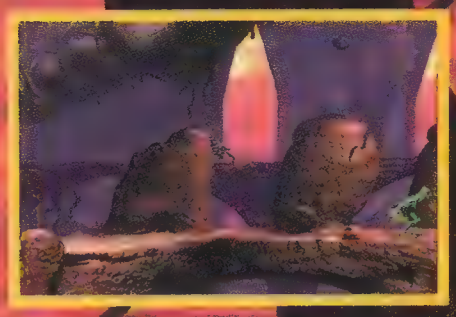
Tip Use short bursts to kill the Slogs. If you try to use continuous fire, you won't be able to turn fast enough.

D2PO KO7

Go to the left.

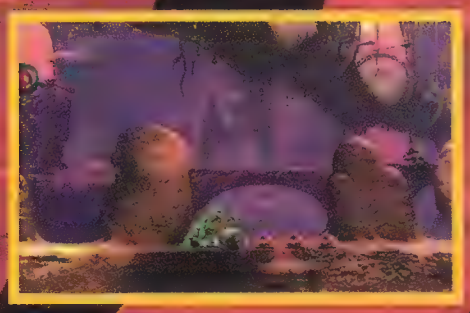
D2PO KO8

Possess and destroy the Slig and then free the Mudokons. Return to C07, chant, and leave the secret area.



DUPE ICON 2

Roll behind the first rock and then up to the mine behind the second. Jump the mine and roll to the next screen.

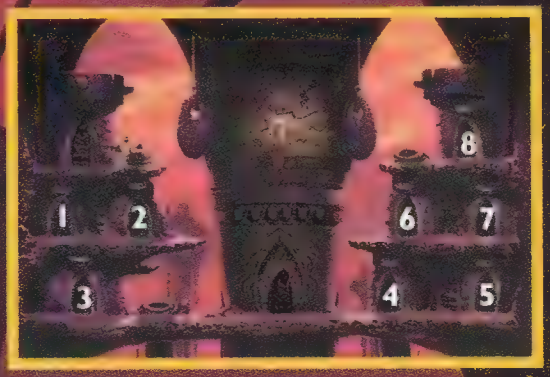


DUPE ICON 3

Roll quickly to the middle of the screen and hide behind the rock. When the Slig's back is turned, roll to the right again.

DUPE ICON 4

On this screen you need to disarm the bomb (R R R G), and then run/jump over the three mines.



DUPE ICON 5

There's cover here and a doorway. Look out for the remaining mine. Make for the door when the Slig's back is turned.

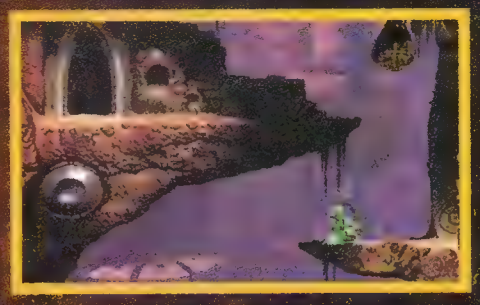
The Scrab Temple

You made it to the temple of the Scrabs, Abe. Now you must be tested. Light the flintlocks that you find behind each of the doors. When you have finished that task, you will find one final test. Pass that test, and you will earn the first mark. And, as always, save any Mudokons you find.



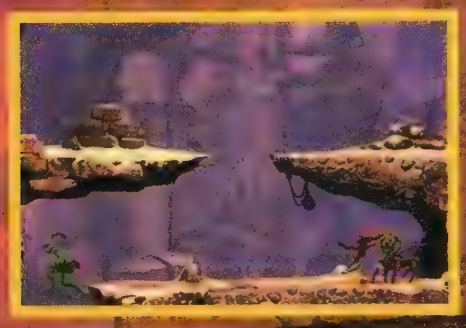
Door 1

Enter the left-most door on the second level.



D2PO2C01

Get rocks if needed, and then lower yourself to the screen below.



D2PO2C02

When it's safe, jump down to the lower path and run to the ledge. Drop down to C06 and then take the tunnel to the right until you reach C05.



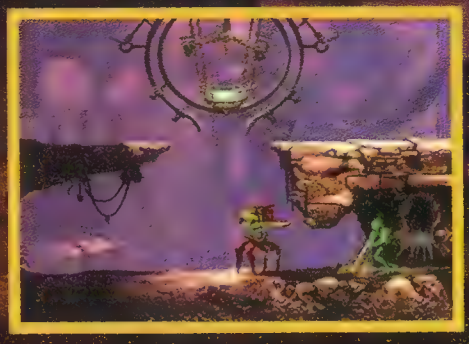
D2PO2C05

Use a rock to destroy the mine and then get the sound clue. Now jump up to the left ledge.



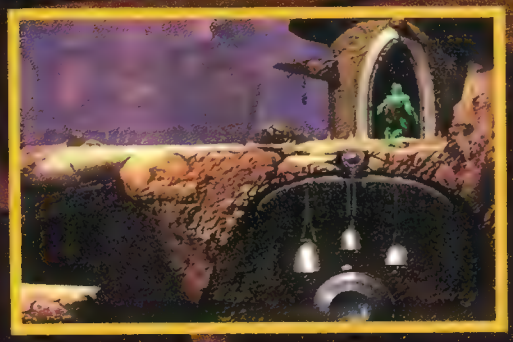
D2PO2C04

Here are the bells. Chant to possess them now, or wait until later. Go to the left.



D2PO2C03

Pull the switch without enticing the Scrab. Then return to C04. Then jump to the upper ledge and exit through the doorway.



Door 2

Enter the second door from the left on the second level.

D2P0SC01

Wait until the Scrab is on the far right, then walk to the lever, pull it, and run back to the ledge. When the Scrab is on the left, jump into the well. This will take you to another well in the background. Jump in the second well.



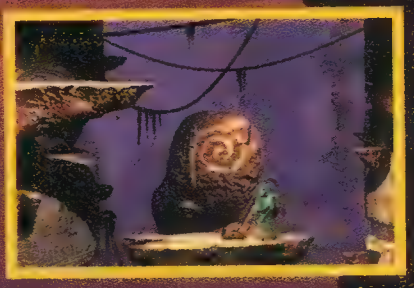


D2P0SC02

Run/jump to the right until you find another well, which will take you to the clue ledge. Access the clue to get the bell sequence, and then wait until the Scrab is under you. Run/jump from the ledge and run to the next screen.

D2P0SC03

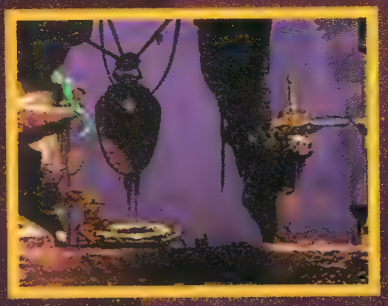
Run to left side of the screen, and jump up to ledge. Jump in the well. This will take you to a lever with a trap door under your feet. Jump up from here to climb to another lever.



D2P0SC04

Pull this lever and then climb down.





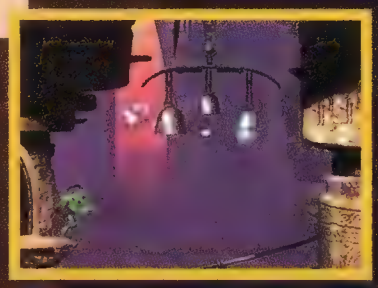


D2P0SC03

Pull the lever, which will drop you to the ground. Run to the right and jump in the first well, which will take you to the flintlock back in C01. Ignite it and then drop over the side to the clue ledge again.

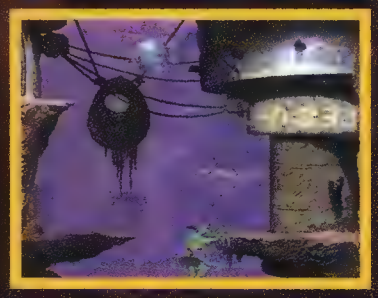
D2PO1C02
Again, run to C03 and jump up onto the ledge on the left. When the Scrab leaves the screen, climb down and jump into the well.

Note Don't jump into the well from the ledge, You must enter the well from ground level to reach the bells.



D2PO1C05
This time, you'll be catapulted to a ledge above and to the left of the switch you previously pulled. Climb up and possess the bells to complete the level.

Door 3

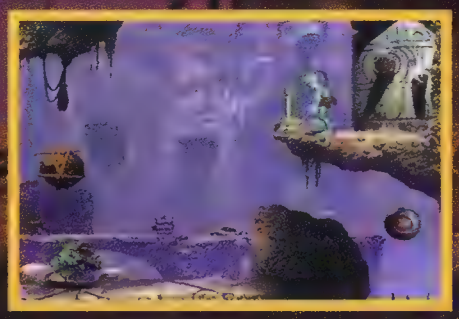


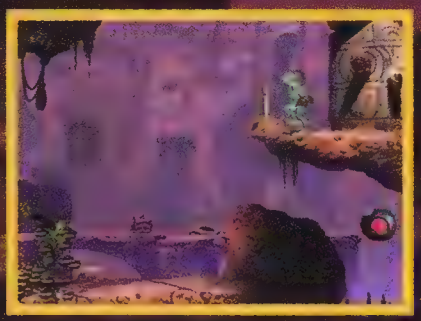
D2PO3C01
Walk off the edge, and then walk off another edge.



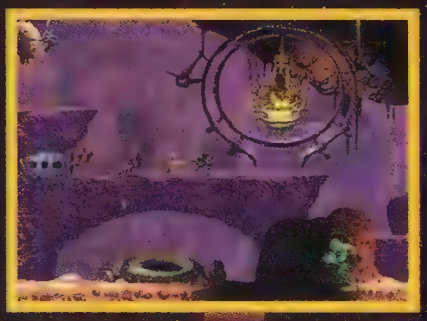
D2PO3C02
Jump to a hanging position. Drop.

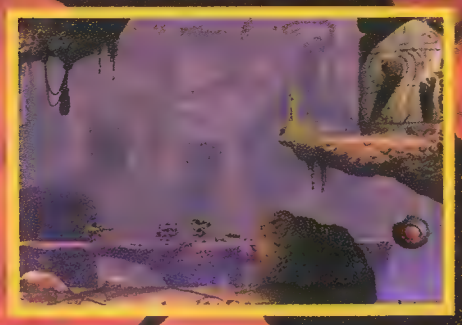
D2PO3C03
Wait until both Sligs turn their backs, and then sneak to pull the handle when the bottom Slig is under where the boulder will fall. Watch out for the distant Slig. When the bottom Slig is dead, time it, and roll to the next screen.





D2PO3C04
Possess the Slig in the distance, turn him to face the kennel, and pull the handle to light the flintlock. Shoot all the Slogs that emerge. Then take the Slig to the right.





D2PO3CO3
Shoot another Slig before destroying the first Slig.

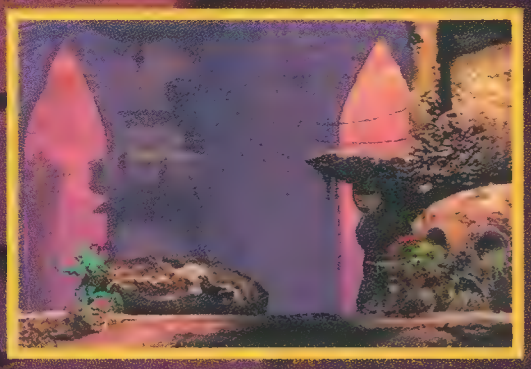


D2PO3CO4
Now the way is clear. Jump in the well to move to the background. Get the sound clue just before the next well, and then jump in and complete the level on the next screen.



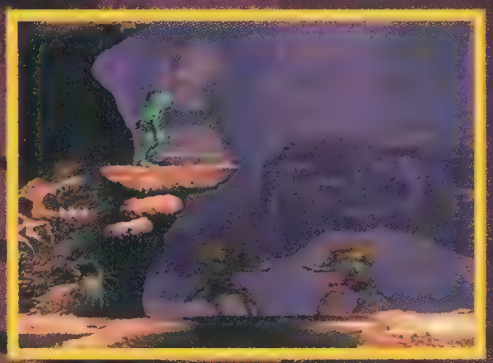
Door 4

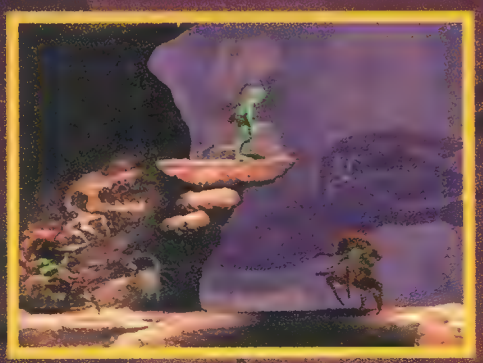
D2PO4CO3
Drop down to the next screen.



D2PO4CO4
Wait for the Scrab to walk to the right. Run/jump and run to the left. The Scrab will follow.

D2PO4CO5
Jump onto the ledge and let the two Scrabs fight. When the fight is over, move to the left again (to C04) and quickly run back here and onto the platform again. Watch two more Scrabs fight.





When the fight is over, run to the right again, past C06. Be sure the Scrab is following.



D2PO4C07

Time your jump in the next screen, and again you'll get onto a platform to watch the two Scrabs fight. Or, jump quickly into the well to be shot onto the platform. Pull the lever. While the Scrabs fight, run to the well and jump in.



D2PO4C01

Run right and pull the lever at the edge of the first screen. Then run right and get the sound clue. Finally, come to the well in C03 and return to C07.

D2PO4C07

Now, when it's safe, run to the left until you come to where the first two Scrabs fought in C05.

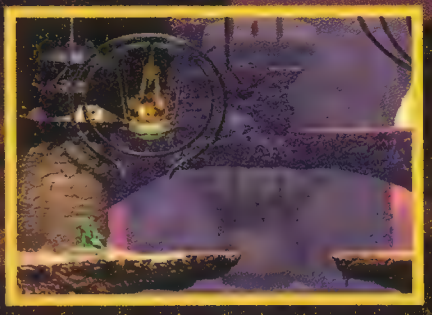
D2PO4C05

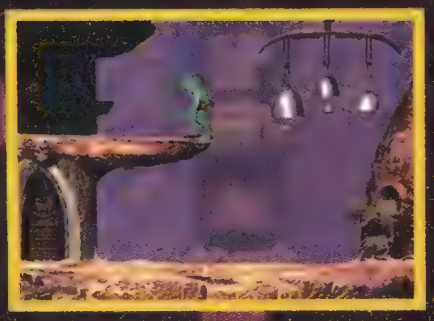
Jump up onto the ledge, and then up again. Walk to the left to the next screen.

D2PO4C01

You'll see that the flintlock is lit. Jump the gap and keep going to the left.

You can drop below to the exit now, or look for a secret area.





D2PO4C04

Possess the bells to open the door, and then run for the door when the Scrab isn't around.

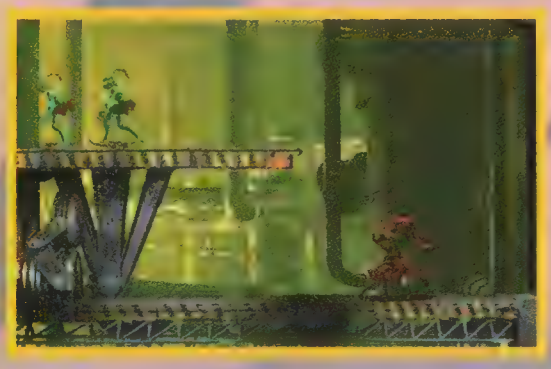
SECRET AREA D2

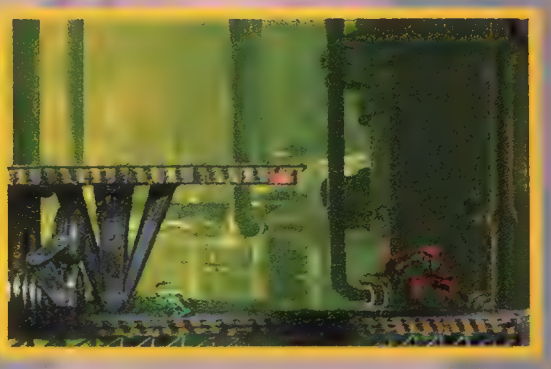
D2PO6C01

Keep moving to the left and roll into the room with the secret gate. Chant and enter the secret area.

D2PO6C10

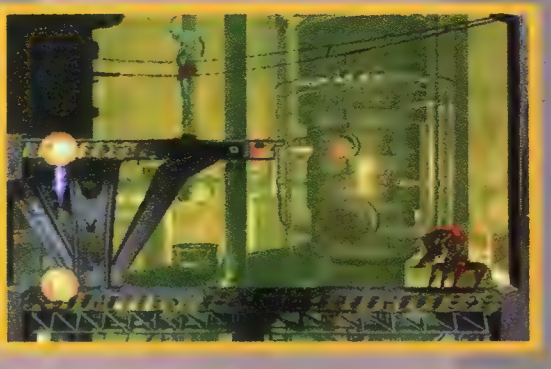
You are on a platform with a Mudokon. Make him follow you to the left, into the next screen. Leave him there and return to the right. Now you must wait until the Scrab is at the far right end, and then lower yourself and run to the left. Press X to start rolling and roll through the pipe.

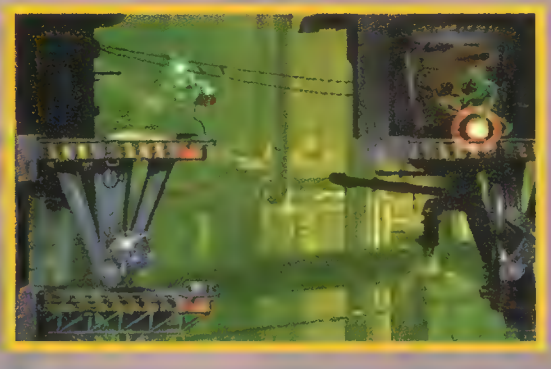




D2PO6C12

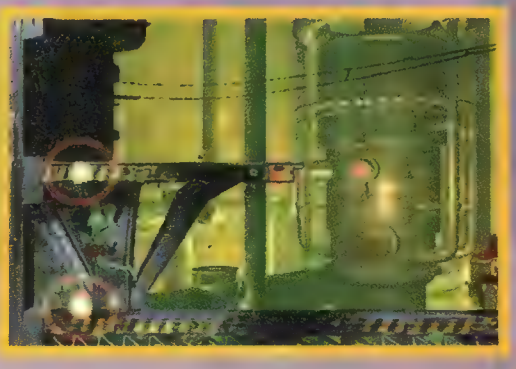
You'll fall, but only onto a platform below. Chant to open the exit gate, and then hoist up one screen.





D2PO6C11

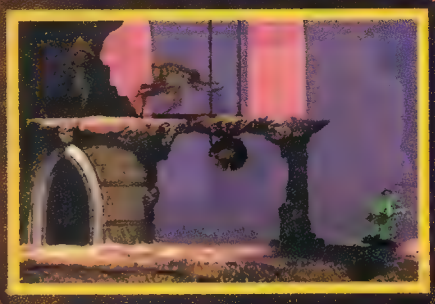
Chant to send the Mudokon home. Now go down.



D2PO6C12

Wait until the Scrab is as far away as possible, and then lower yourself and run toward the gate. Jump into the gate, and you'll reemerge in the secret room. Complete the level normally from here.

Door 5

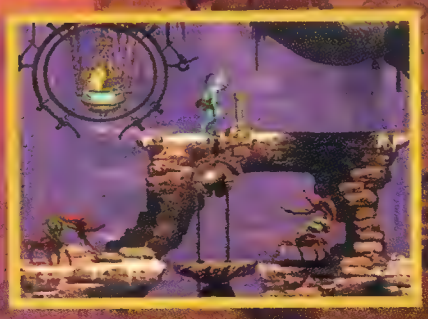


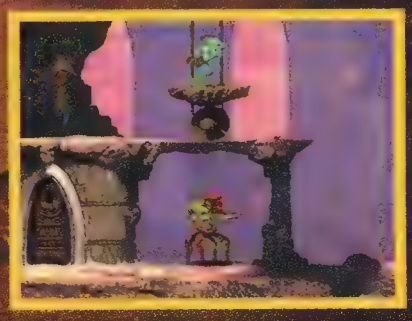
D2PO8CO2

Run to the right from the first screen through the next, with a Scrab on your tail.

D2PO8CO4

Jump to the platform and pull the lever. The two Scrabs will fight. Afterward, run back to C02, luring the survivor to follow you, and jump onto the platform. Ride the lift up.





D2PO8CO1

Head to the left one screen, and when the Scrab shows up, run/roll back to the right. When the Scrab camps out on the lift, use the lever to lower it. Then bring the lift back up when the Scrab has wandered off it. Return to the left.





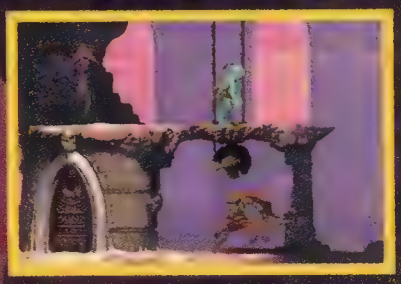
D2PO8CO5

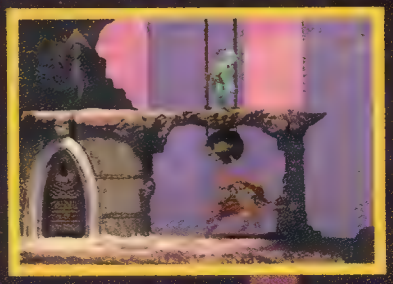
Get the sound clue. Now you can finish the level or look for a secret area.

Finishing the main area, return to C01, and ride down the lift.

D2PO8CO2

Watch the two Scrabs below begin their fighting ritual. Run all the way to the right, possess the bells, and go through the door to complete this area.



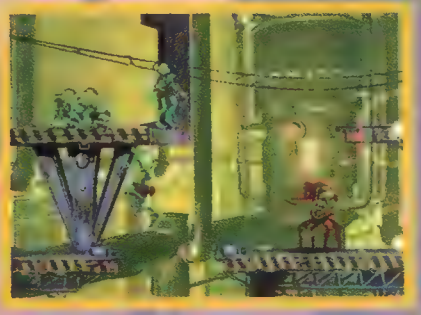


OFFICIAL GAME SECRETS

SECRET AREA D3



D2PO8CO5
Take the lift down to a secret room. After chanting, jump through the gate.

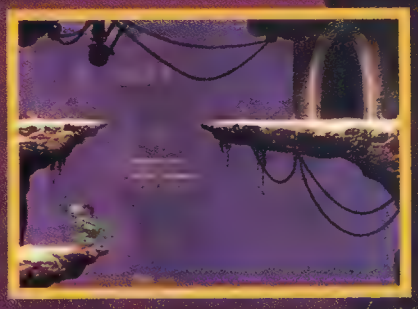


D2PO8CO8
Tell one of the Mudokons to follow, and then lure the Scrab to the right side of the screen. When it's safe, run/jump to the left.

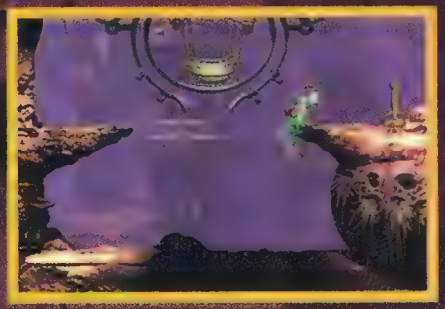


D2PO8CO9
Jump the gap and get on the platform. Chant to release the Mudokon and then return to C08. Repeat for each Mudokon and finally go through the exit gate in C09.

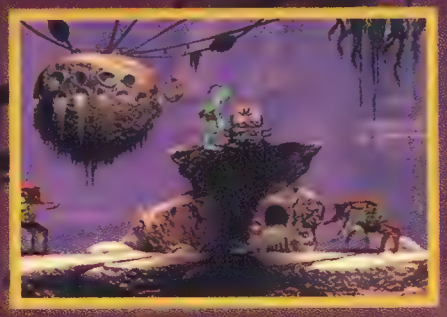
Door 6



D2PO7CO4
Run to the left, and you'll grab and hang on the lower ledge. Drop to the next screen.



D2PO7CO5
Wait until the Scrab has jumped to the bottom, and then run/jump over and pull the lever when it's safe. Now, run/jump along the bottom to the left and keep running. C04 is empty. There's a gap in C03.



D2PO7CO2
Jump on the platform and get the sound clue. Then continue to the left where there's another Scrab. Jump onto the platform and possess the bells to finish the level.

Tip If you see the first Scrab, walk into the room with the bells after you get the sound clue. Because there are two Scrabs there, they will fight and ignore you.

Door 7

D2P04C01

You'll start in an area with a well. The well will pop you out to the right. Remember that. Run to the right and jump a gap in C06. Then continue to the right again.



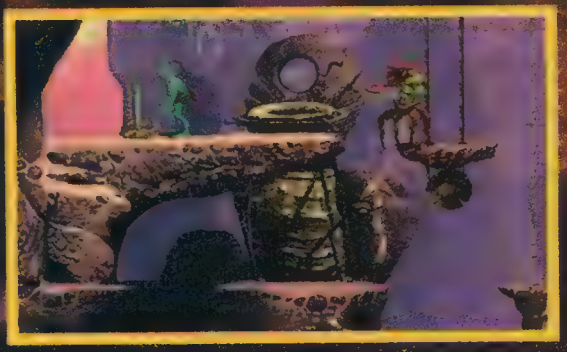


D2P07C02

Take the lift down to the bottom.

D2P07C04

Run to the right to lure the Scrab after you and return to C04. Jump onto the platform and pull the lever when the Scrab is on the lift. This will send the Scrab to the top.



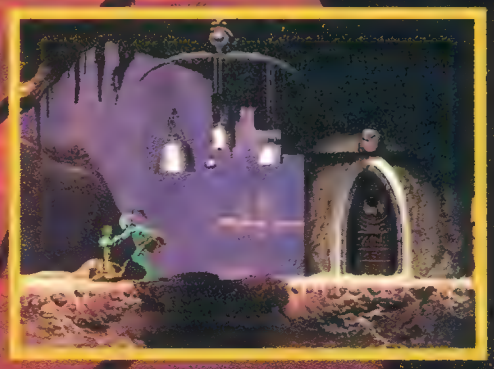


D2P07C04

Jump in the upper well. This will pop you up to the top again. The Scrabs will fight. Now go back down.

D2P07C05

Flip the switch to activate the well in C02. Go left, back to C04. Flip the switch, and jump into the upper well.

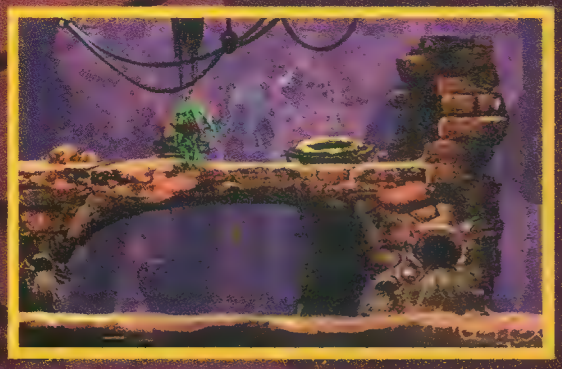


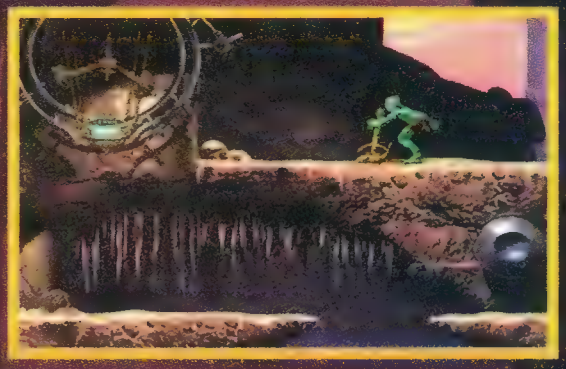
D2P07C02

Now jump in the well, and you'll get popped to another screen.

D2P07C07

Get the sound clue, and then walk to the left to pull the lever and light the flintlock in C06. Backtrack and jump into the well near the sound clue.



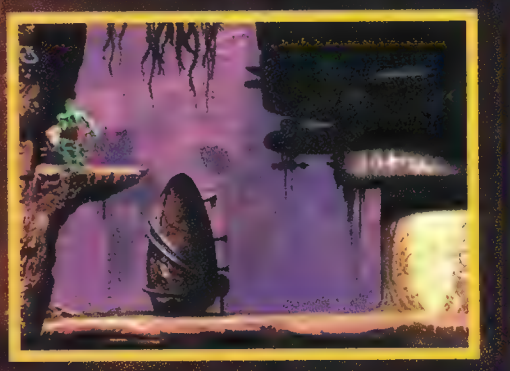


D2P07C02

Now take the lift down again. Go to C05 and possess the bells to finish the level.

Door 8

D2P05C01
Run to the left.



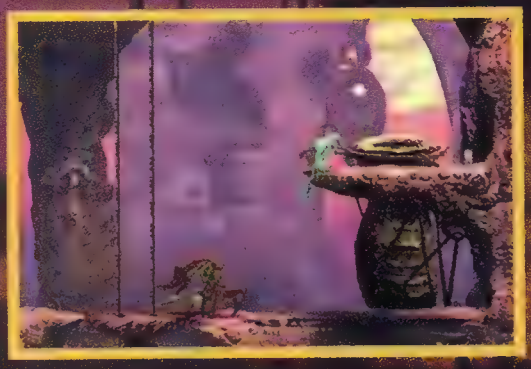
D2P05C09
Get the sound clue. Then run to the right, past the first screen and on through the next.



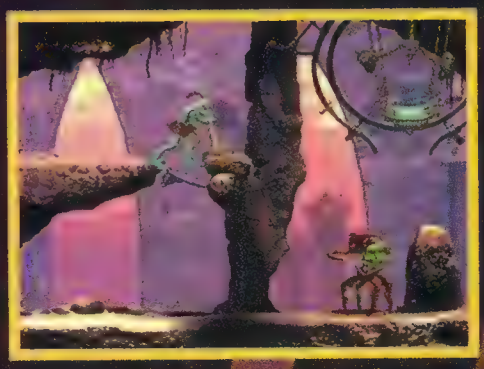
D2P05C02
Jump to the upper platform and continue before the bats get you.



D2P05C03
Keep running and jump the gap.



D2P05C04
Wait for the Scrab on the upper platform to start jumping. Then run and hang under the ledge. Climb up to the well, and jump in.

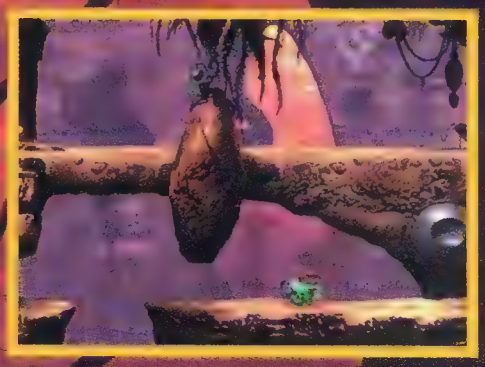


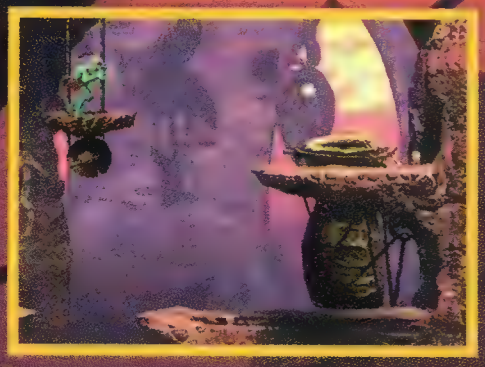
D2P05C05
When you land on a platform, go to the right. Keep going through one screen.

D2P05C07
When you pull the lever to light the flintlock, a trap door will open, so be ready to run to the left.

D2P05C04

There's a low rock. Hit the X button to roll under it. Once you've gone under the rock, the Scrab can't get you. Now you can roll all the way out, and you'll drop down to the well in C04.



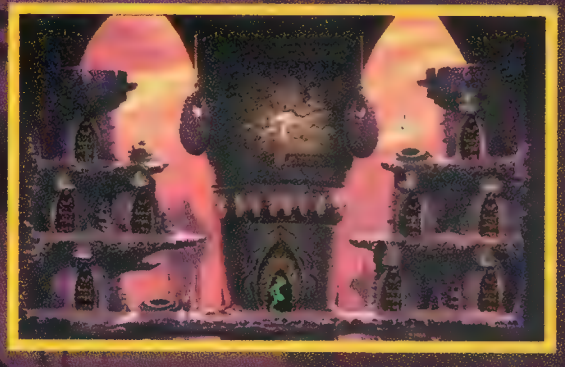


D2P05C04

Time it and run to the left, jumping the gap and jumping onto the platform in C03. When the time is right, run back the way you came and pull the lift up before the Scrab catches you.

D2P05C08

At the top are the bells and the exit.





Congratulations, Abe. You've managed to complete all the tests ... except one.

Final Door

STEP 1 OF 7

Run to the right three screens, jumping the gaps.





STEP 4 OF 7

Jump onto the ledge and climb up.

STEP 5 OF 7

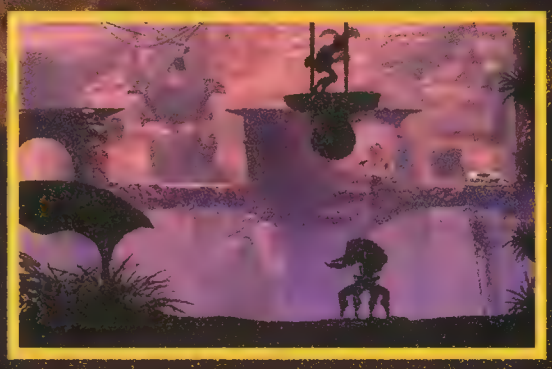
Immediately turn around and jump onto the lift. Take the lift up and immediately run to the right.



STEP 7 OF 7

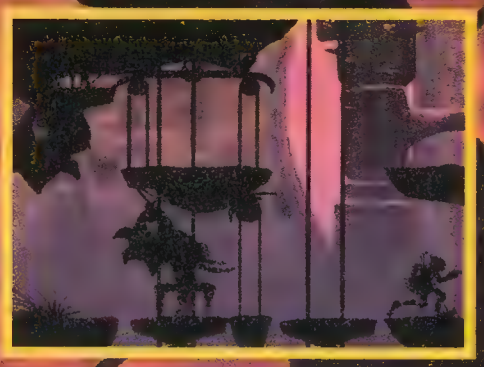
Jump onto another lift. Take that one up and run to the right.





DTP1 KC9

Jump onto the high mesa and keep running. Jump off the mesa and keep going to the next screen.





DTP1 KC10

Be ready to hit the X button to roll under the overhang. You'll roll onto the lower path, but don't stop. There's another Scrab ready to chase you.

DTP1 KC11

Keep running into the final screen and jump onto the ledge at the far end. The Scrab will follow. When it's safe, jump back onto the ground, run to the opposite ledge, and pull the lever. This will open trap doors and start an avalanche of boulders, which will kill the Scrab. Now jump carefully across the gaps and pull the lever on the other side of the screen. This will stop the boulders and open the door. Enter the door to complete the level.







DTP1 KC12

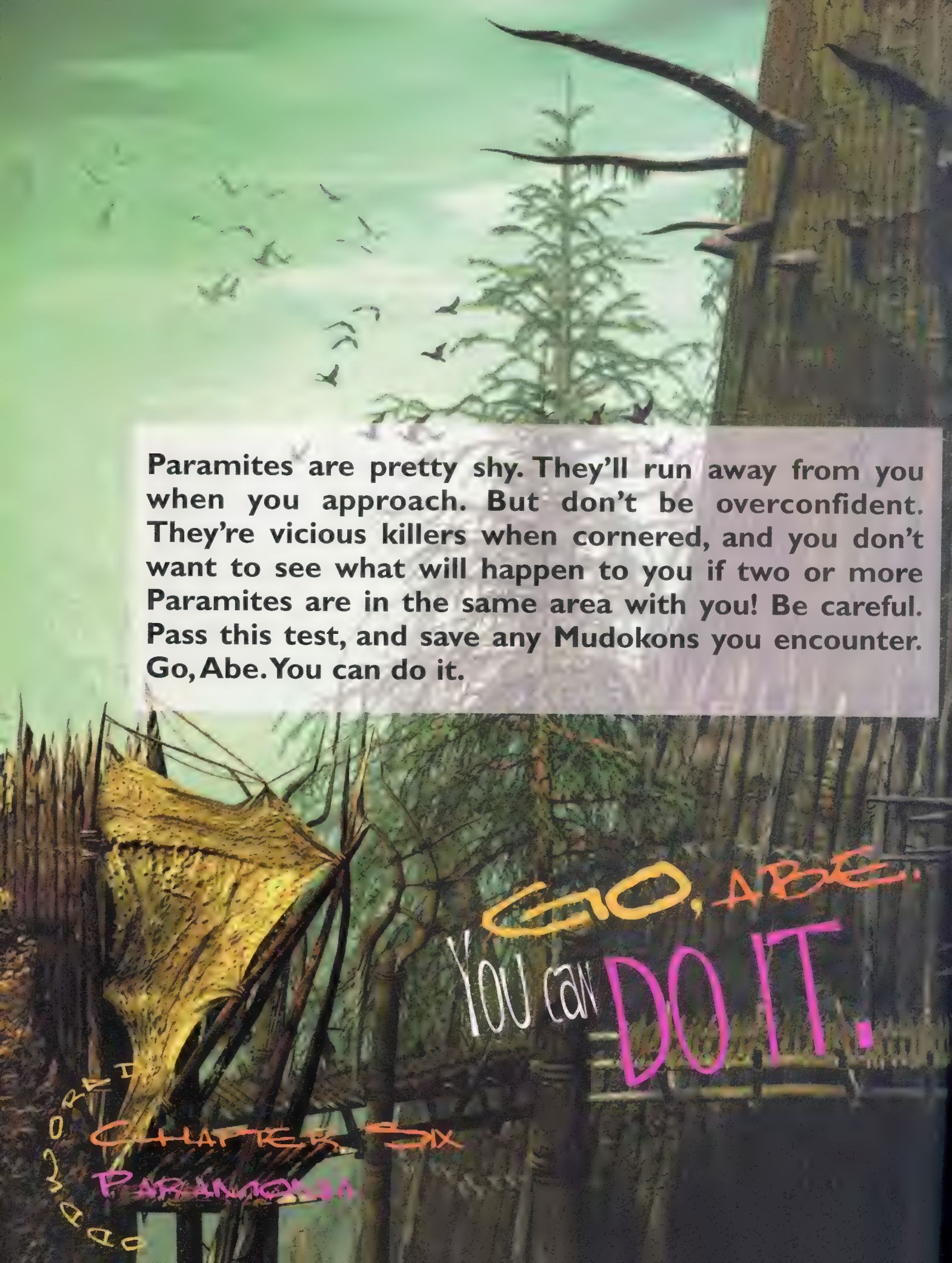
Chant to open the gate. Be careful when you jump through it, though. There's a long drop behind it.



Is it a dream, Abe, or is that Big Face burning a scar into your hand and reciting some strange poetry? No, Abe, it's not a dream. It's the mark of a hero. Wear it proudly.

You'll end up in the Monsaic lines, where it says, "You Will Return."

From here, retrace your steps to the two wells, and this time jump in the one labeled "Paramonia."


Paramites are pretty shy. They'll run away from you when you approach. But don't be overconfident. They're vicious killers when cornered, and you don't want to see what will happen to you if two or more Paramites are in the same area with you! Be careful. Pass this test, and save any Mudokons you encounter. Go, Abe. You can do it.
GO, ABE.
YOU CAN DO IT.
CHAPTER SIX
PARANOIA

The Forest



EIPOKO1
Walk right.

EIPOKO2
Check the clue if you need to and sneak to the right.



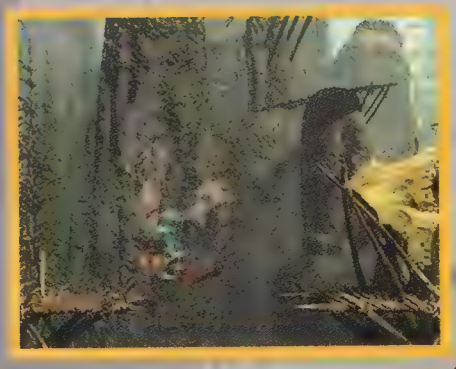
EIPOKO3
Sneak behind the sleeping Slig and jump onto the platform. You can crouch and set the bomb, and then climb and wake the Slig, or just possess the creature and destroy it. Jump to get rocks and then move to the next screen.



EIPOKO5
Pull the lever. Stand about two steps into the screen and throw a rock (with the control pad up) to blow up the mine across the gap. Return to the previous screen.



EIPOKO3/EIPOKO4
Jump in the well and ring the gong to call the Elum. Walk off the back of the platform and jump to get rocks if you need them. At the bottom, mount the Elum and run to the right.



EIPOKO5
Wait until the last moment to jump. This is a very tricky jump, and your timing has to be perfect. On the other side, enter the tunnel.

FIPO2C01

The Mudokon will lower the lift if you answer his whistles (W2 W1 W1 W2 F). Ride the lift up.



FIPO2C02

Tell the Elum to wait and sneak to the next screen.



FIPO2C03

Sneak up behind the Slig (just to the edge of the bridge), crouch, and throw a stone to blow him up with the mine. Go get the Elum and take the lift up.

FIPO2C04

You'll find a beehive and honey here—and you'll lose the Elum. Stand to the right and throw the rock upward. The bees will chase the Elum away. Go on to the right.



FIPO2C05

Walk across the bridge. Tell the Elum to wait here if you wish.



FIPO2C06

Disable the bomb (3R 1G 2R 1G 1R 1G). Get the Elum and run/jump across the gap.

E1P02C07
Keep running and jump another gap before the Slig in the distance can shoot you.



E1P02C08
Walk into the entrance.

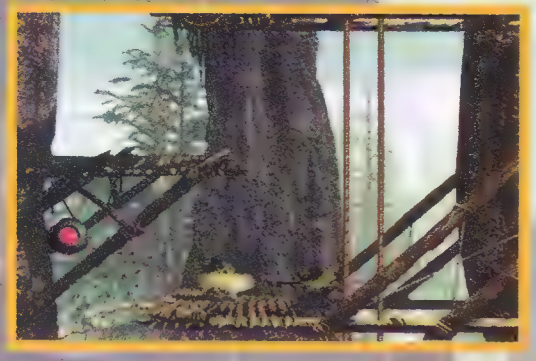


E1P05C09
Jump across the gap and leave the Elum to wait. Climb to the next screen.

E1P05C10
Jump straight up.



E1P05C12
Possess the Slig. Walk him off to the left.



E1P05C11
Shoot the other Slig. Walk to the left.

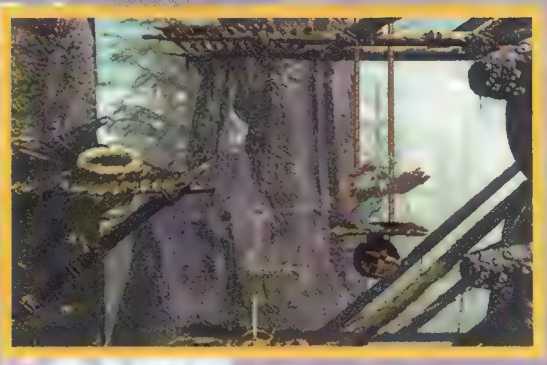
E1P05C10
Walk the Slig off the platform and into the mine to the left, freeing the lever and destroying the Slig.





FIPO5C12
Back in your own body, carefully make your way down to C10.

FIPO5C10
Pull the lever to lower the lift. Jump over the remaining mine and take the lift to C013.



FIPO5C09
Get the Elum and use the lift to go all the way up to C13.



FIPO5C13
Walk to the left.

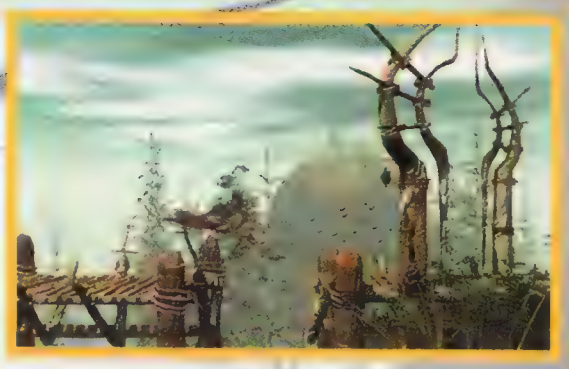


FIPO5001
Get ready for a good run. Get on the Elum and run through this area. The bees will chase you. Don't stop! Keep going until you get to C08. Then the bees will leave, and you'll be at a new reset point.



FIPO5C03
Jump a narrow gap near the right edge of the screen. Be ready.

FIP05C04
Jump a medium gap in the middle.





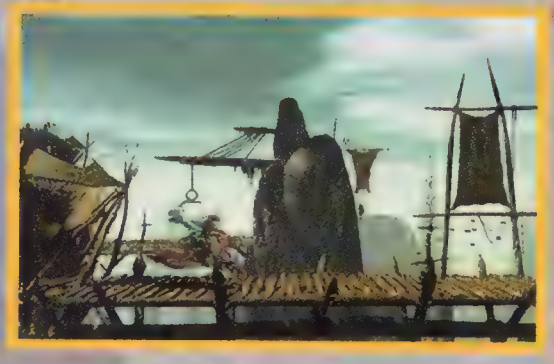
FIP05C05
Jump two gaps.



FIP05C06
Jump a gap to the left.



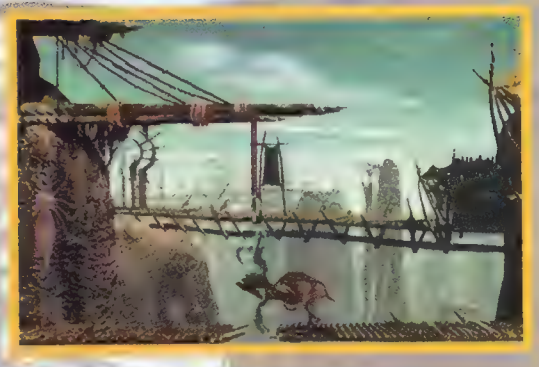
024
Jump two gaps again.

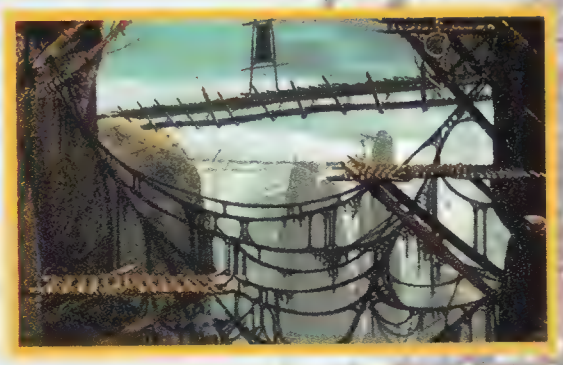


FIP05C08
This is a new reset point. Nothing spectacular is on the screen. At the left end is an exit to a new section of the forest.

FIPO4C01

Jump down to the lower path. Tell the Elum to wait. Stand under the ring and pull. You'll fall several screens, but will land in a well. (You'll fall through C02, C03, C04, and then pop back up to C02).



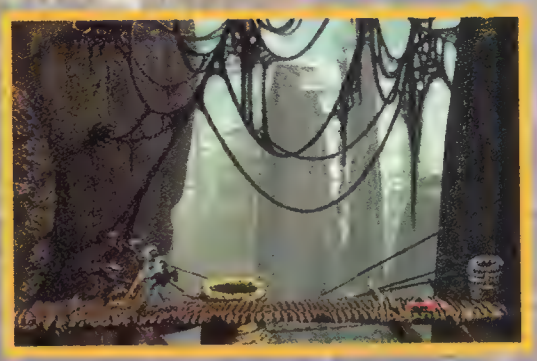


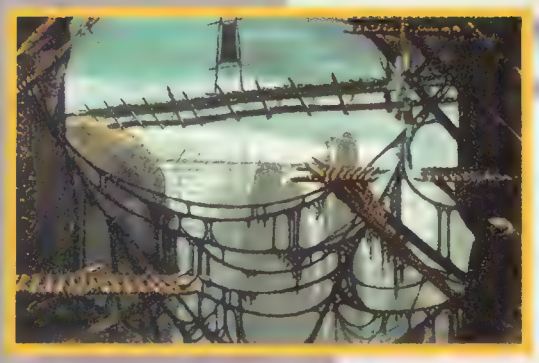
FIPO4C02

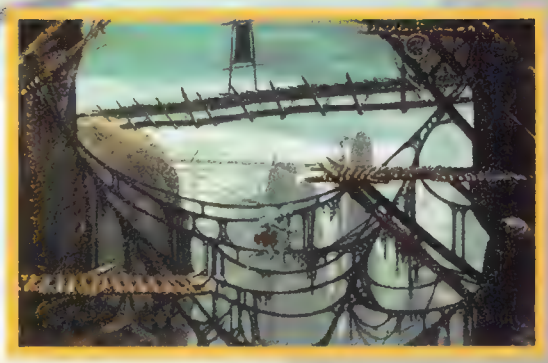
There's a ring across the gap and upward, but don't pull it. It will drop you on a mine. Carefully climb down from the platform you're on, staying on the left-hand platforms, until you reach C04 and the switch.

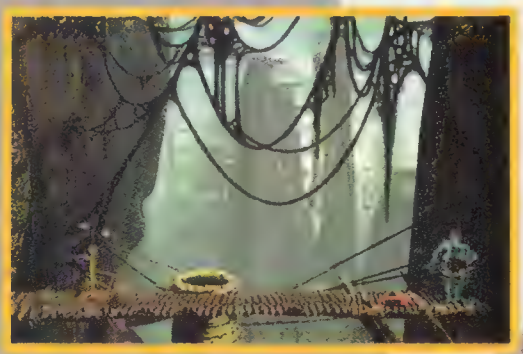
FIPO4C04

Pull the switch. This will close the trap doors above. Then jump in the well to pop back to C02.









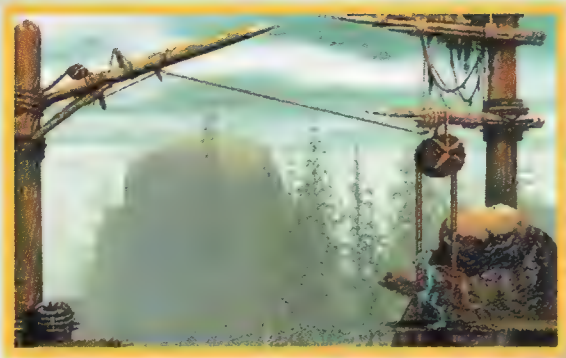
F1P06C02.
Run/jump across the gap and pull the ring there. You'll drop, but not all the way to the bottom. Climb down to the well again, get the sound clue (W1 W2 W2 W1 F), and then jump in. This time you'll be popped back to C01, where you left the Elum.

F1P06C01
Walk to the left to F1P07C01.

F1P07C01
Take the lift down.

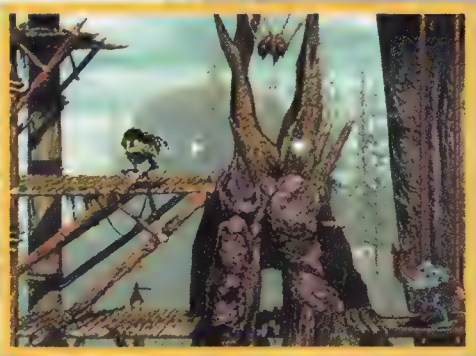
F1P07C02.
The Mudokon will ask for the password (which you got from the previous sound clue). Answer and he'll lower a lift. Take the lift and go on to the left.



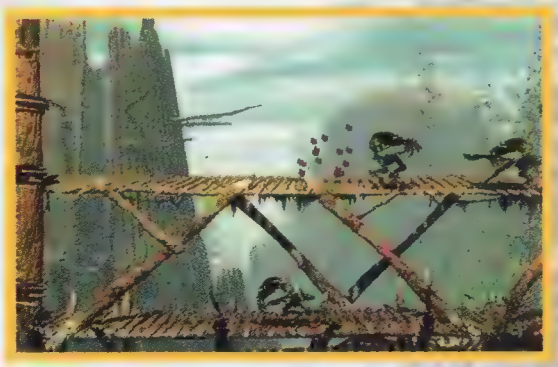


FIP08C01
Walk to the left.

FIP08C02
Take this lift down two screens.



FIP08C04
Possess the Slig. Walk him to the left to C05.



FIP08C05
Shoot the Slig and continue left.

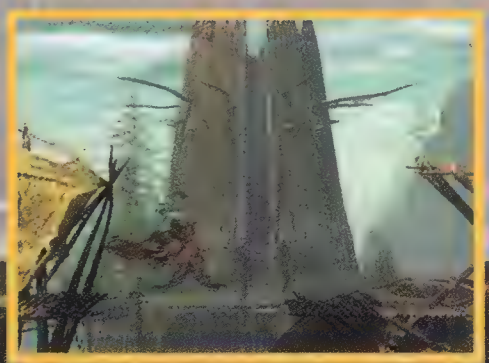
FIP08C06
Drop down and return to C05 on the bottom path.

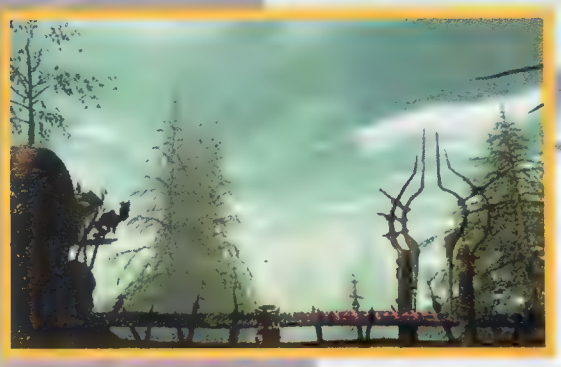


FIP08C05
Shoot the other Slig and release the one you've possessed.

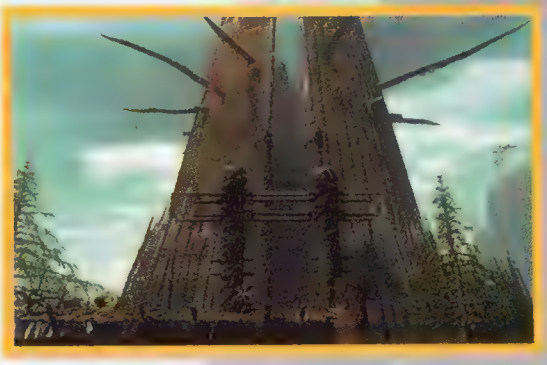
FIP08C04
Back to your own body. Walk left to C06, climb to the upper level, and then backtrack right to C04. Climb up to C02 and read the clue about the proving grounds if you want. Or, just continue from C06.

FIP08C06
You need the Elum to get across the wide gap. Enter the tunnel to continue toward the center of the forest.



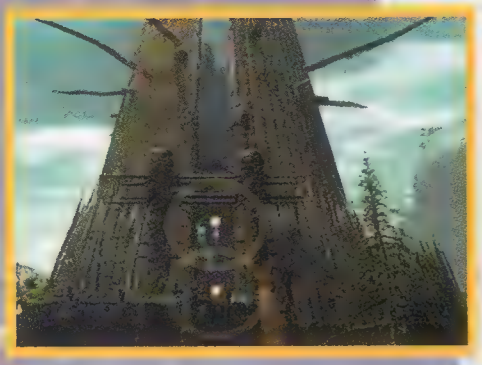


EP09C01
Possess the Slig and walk him to the right.



EP09C02
Shoot the other Slig and then walk back to C01 and blow up the possessed Slig on a mine, just for giggles.

EP09C01
Tell the Elum to wait if you want. You are finished with him. Then jump down and into the well.

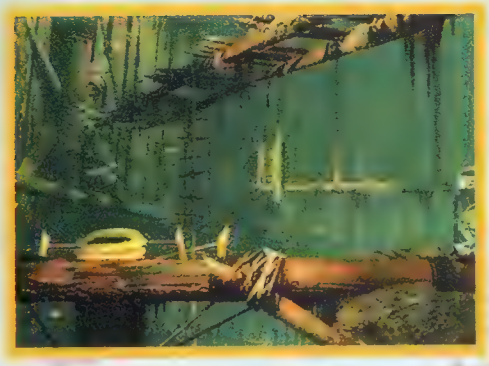


EP09C02
Chant and jump into the gate. This will take you to the inner forest and the approach to the Paramite temple.

Approaching the Paramite Temple



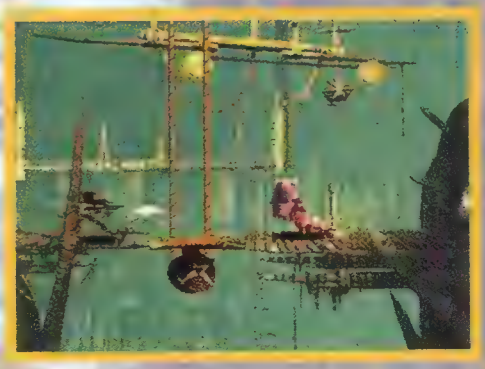
EP10C01
Head to the right.



F2PO KO2
Go to the right and get ready to run back. Get the Slig to call out at you, and then run back.

F2PO KO3
Make the Slig and the Slog follow you back to C02.

F2PO KO2
Jump into the well. Possess the Slig from there and kill both nasty creatures.

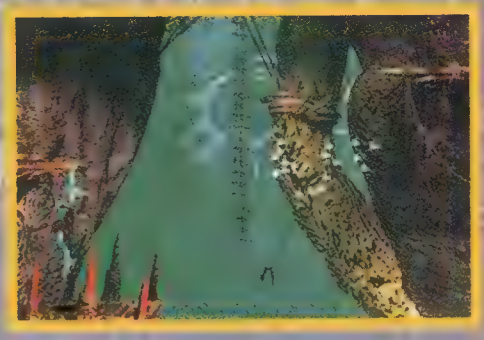


F2PO KO3
Go down the lift.



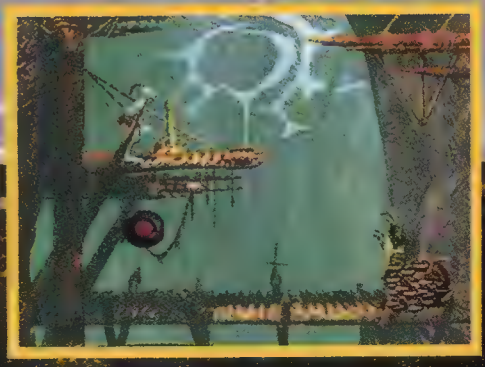
F2PO KO5
Keep going before the bats can get you.

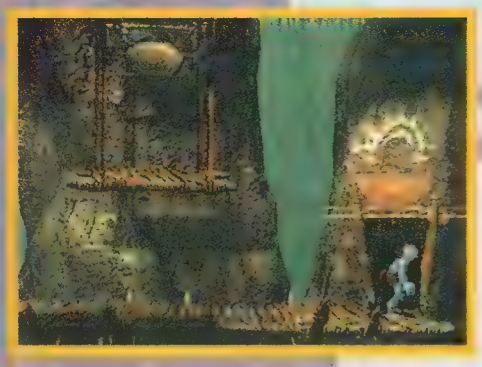
F2PO KO6
At the bottom, walk to the right.



F2PO KO7
The note says, "Watch out for that bat." Quickly climb down two platforms and on to the next screen.

F2PO KO8
You'll find a lever and a Slig. A familiar combination. Squash the Slig with a boulder and continue to the right.





E2P01C09
Walk through the doorway and on to the Paramite temple.

The Paramite Temple



There are doors top to bottom, left to right.



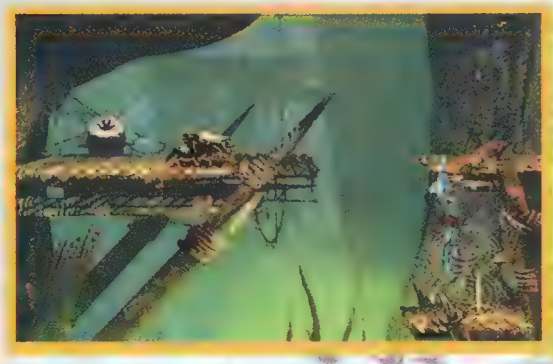
Door 1

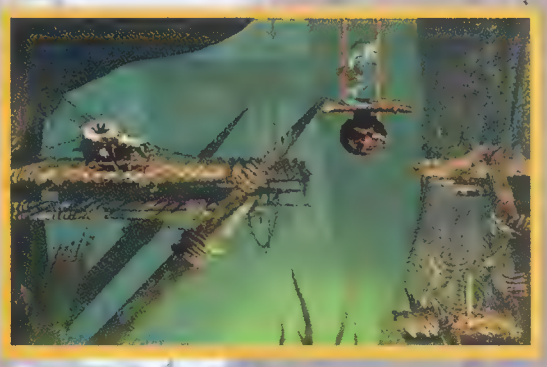


E2P04C01
Come in the door and head to the left. The Paramite will run away. Jump onto the upper path and walk to the next screen to the left.

F2P04C02

Jump across—don't run, or you'll anger the Paramite. Then jump back to where the switch is on the platform below. The switch will bring down a lift. Roll to the right to go back into C01, and then make your way to the top path again and back to this screen. Get on the lift and go up.





F2P04C03

The note reads, "Blow bombs with spirit rings." Keep going up.

F2P04C04

The Mudokon will ask for a password. Keep going up.

F2P04C05

The note reads, "Do not forget the flintlock." The lift ends here. Jump up to C06.

F2P04C06

You'll find a meat sack and a whole bunch of mines. Get some meat and retrace your steps to C02.



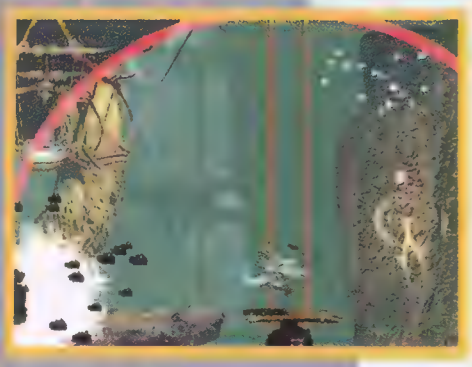


F2P04C02

Go all the way down and throw the meat to the right. Go get the password from the clue stone (W1 W2 W1 W2 W1 F).

E2P06C04
Use the password to get the spirit rings.

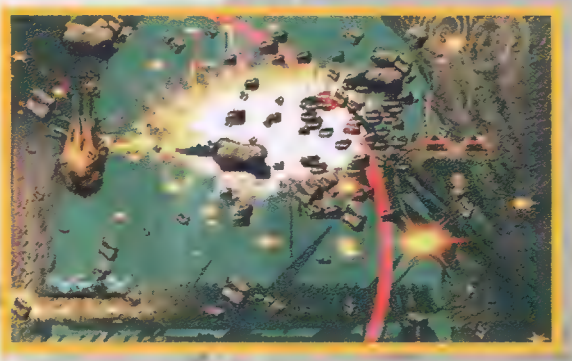




E2P06C03
First blow up the mines around the flint-lock, and then pull the lever to light it.

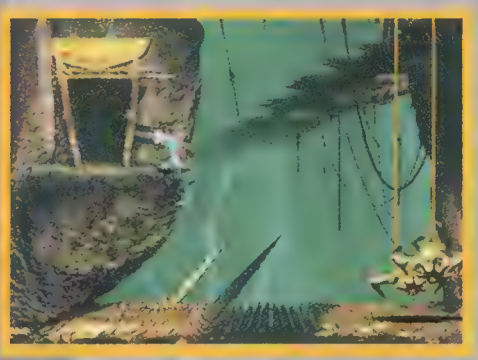
E2P06C04
Get the spirit rings again and go up.

E2P06C06
Use the spirit rings to blow all the mines. Go pull the lever, and get more meat for later.





E2P06C04
Now the well is activated. Jump in. You will be popped to C07.



E2P06C07
Run quickly to the left and jump onto the platform. Go in the door to complete the level before two Paramites appear and eat you.

Door 2



EXPOKO1

Jump down and go to the left. (You can roll to the right and toss some meat to blow up the mine on the next screen, but it isn't necessary.)

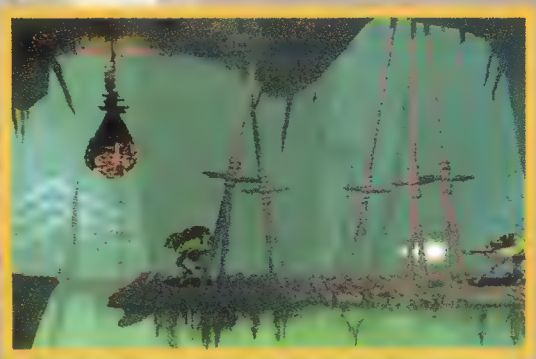
EXPOKO2

There are two Sligs. Run back, and one will follow.



EXPOKO1

Jump onto the upper ledge and possess the Slig.



EXPOKO2

Shoot the other Slig and destroy the first. In your own body, return here. Carefully jump across the gap.



EXPOKO3

You'll find three gaps, three swinging pendulums, and a bat. Watch the bat's movements and then time your jumps across when the bat is going away. If the bat comes near, crouch. The note says, "Step lightly." Sneak into the next room.







F2P07C04

The Slog is asleep. Sneak to the bomb and set it. Then roll back, and the Slog will wake up and blow himself up. Now use the lever and get the sound clue to end the level. Head back to where you began, and roll right.

F2P07C05

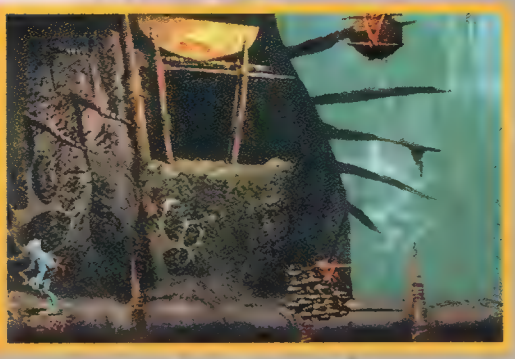
Use a rock to destroy the mine, possess the bells, and it's time to leave.



Door 3

F2P05C01

Jump off the raised platform and then walk to the left. When you step on the pressure-plate area, boulders will fall toward the right side of the screen.

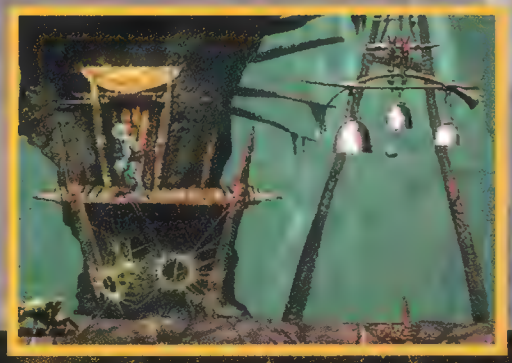


F2P05C07

The Paramite will follow you. Backtrack.

F2P05C01

Make the Paramite follow you, but run through the screen so that you don't get bashed by the boulders.

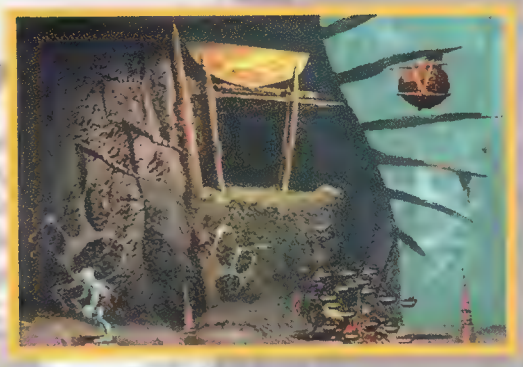


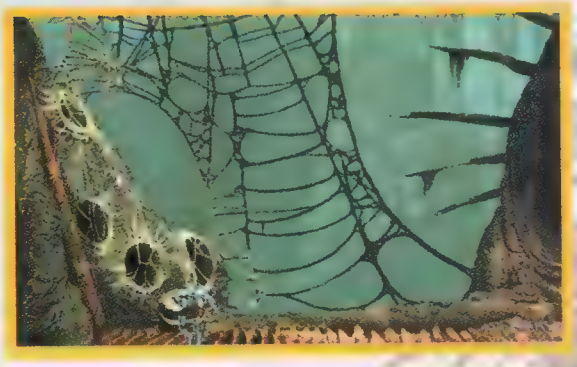
F2P05C02

Make the Paramite follow you into the screen and then jump onto the upper platform. Run/jump over the Paramite and back into room C01. Now the Paramite is behind you.

E2P05C01

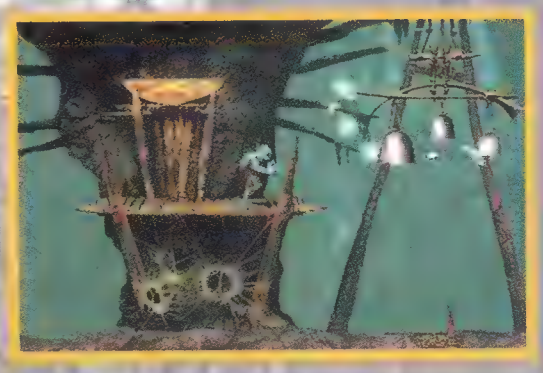
Use the pressure plate to squash the Paramite.





E2P05C07

Get the sound clue. Now backtrack to C02.



E2P05C02

While you're here, chant to open the exit door and then continue to the right.

E2P05C03

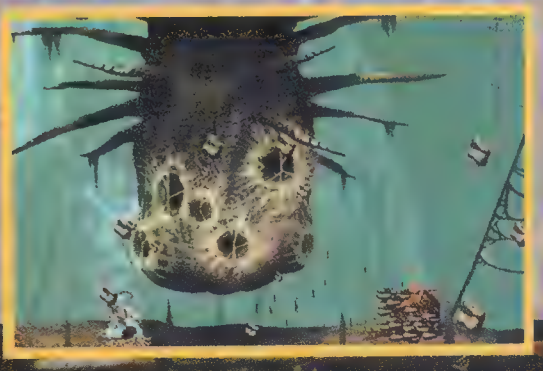
Notice yet another pressure plate. Roll under the huge rock and on to the next room.

E2P05C04

There's only one Paramite here—for now. But there will be more. Just enter the room a little to catch the Paramite's attention, and then roll out again.

E2P05C03

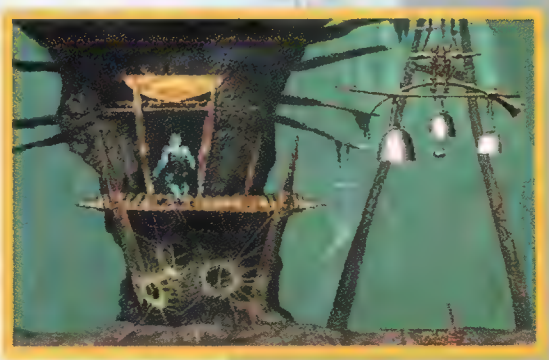
The Paramite will follow and be crushed when you roll over the pressure plate. Now return to C04.



E2P05C04

Walk into the room just a little. A Paramite will come down from above. Go back to C03 and squash this one, as well. This time, when you return, there will be one more Paramite as you approach the platform where the switch is. Go ahead and get to the switch, pull it to light the flintlock, and run/jump to the left. Return to C02 and exit.



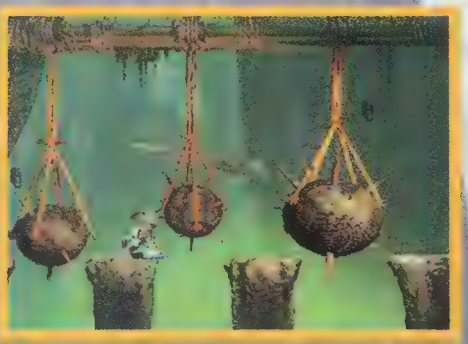




Door 4

E2P03C01

Walk to the right.



E2P03C02

Once you're in the next room with the pendulums and bats, sneak one step toward the edge. Watch the bats' movements. When a bat comes near you and flies away, and when the first pendulum is closest to the screen, jump, then crouch.





Tip **If you run from C01 and don't stop, you'll run across the first gap safely and hang. Then, carefully lift yourself up and jump the remaining gaps when the pendulums are away.**

F2P03C03

Watch the bat's movement. When the bat has finished its low approach, turn off the bomb (R2 G1). Then run/jump to the ledge and pull yourself to the next screen.





F2P03C05

Jump from the left platform to the one with the switch and three bombs (R3 G1 R1 G1 R2 G1). Then disable the bombs one after the other. (You only have to disable the first one. You can jump over the other two.) Pull the switch to light the flintlock. Now jump to the right, but enter carefully.







F2PO3CO4

There's a Slog here. Sneak to the ring, turn to face toward the right, then jump to grab the ring. You need to land in a dead run and keep running back to the previous screen, where you'll fall and hang, safe from the Slog. Pulling the ring opened the exit door, Abe, so now you can leave.

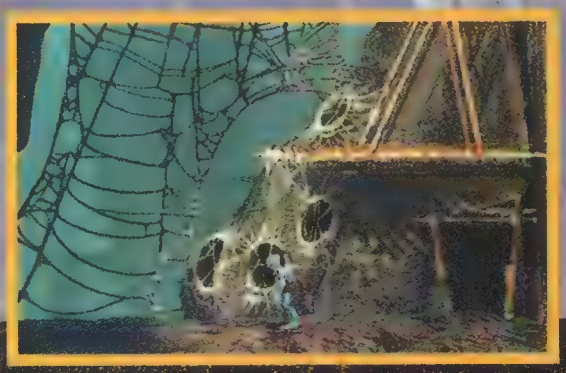






F2PO3CO2

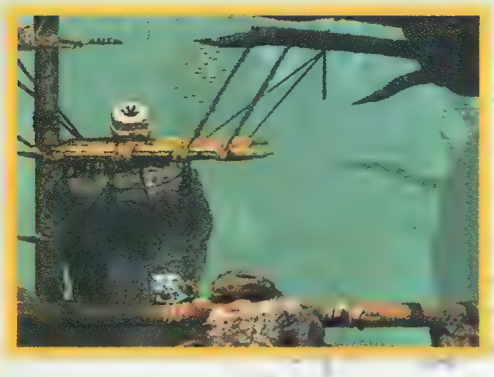
Work your way back to room C02, watching for the bat in room C03. In the pendulum room again, watch for the bat to come close and then fly away. That's the time to jump once again, timing jumps across until you reach the other side. Go back to room C01 and complete the level.



Door 5

F2PO2CO6

Run to the left.



F2PO2C05

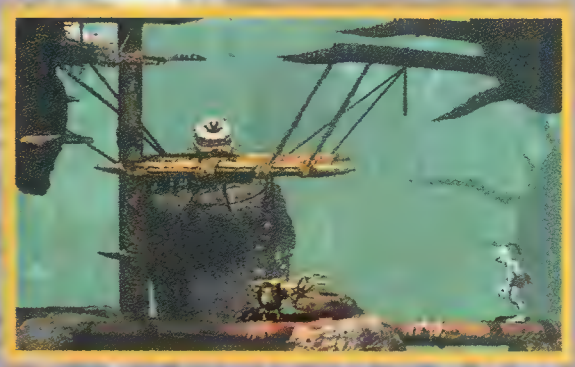
Watch the bees' flight pattern. Time it so you can run between groups. Or, for extra safety and control, roll past the bees. Go to the next screen, but carefully.

F2PO2C04

Lure the Paramite back to the previous screen.

F2PO2C05

The Paramite is following you now. Roll through the bees during a clear moment and stop one or two steps from the right edge of the screen. The bees will start to attack the Paramite. You might think to go after the sound clue while the bees are busy with the Paramite, but be patient. You'll get the clue later, when it's a lot safer and easier. For now, return to C04 once the Paramite is dust.



F2PO2C04

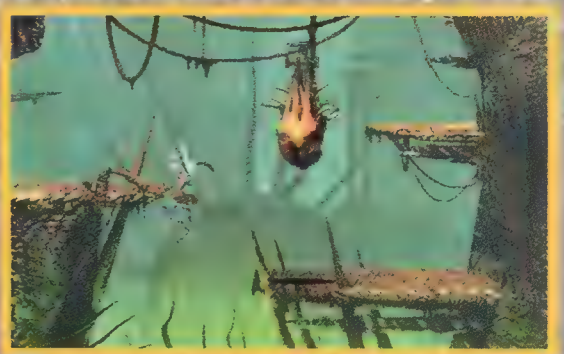
Lower yourself off the edge.

F2PO2C03

Keep going down.

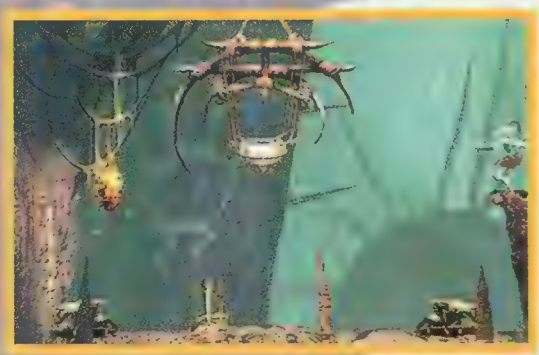
F2PO2C02

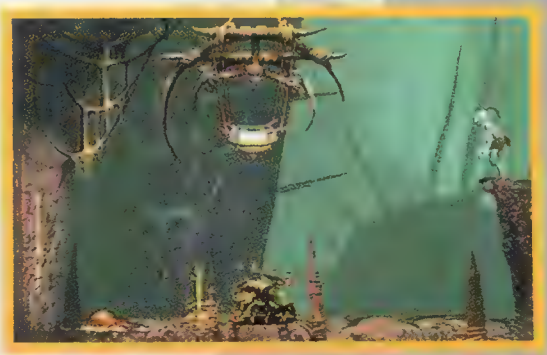
Pick up some meat from the sack and then run/jump across the gap to the left.



E2P02C01

Jump down to the bottom area. Head toward the lever, but don't go all the way. There's only one Paramite at first, but another will appear as you walk forward. Jump back on the high place at the right. Stand on the edge and throw the meat (controller left). It will hit the beehive, and the bees will kill the Paramites. Pull the lever. Return to room C06.





E2P02C04

Now jump up and climb to the next room.



E2P02C07

If you need meat, there it is. Otherwise, keep climbing.

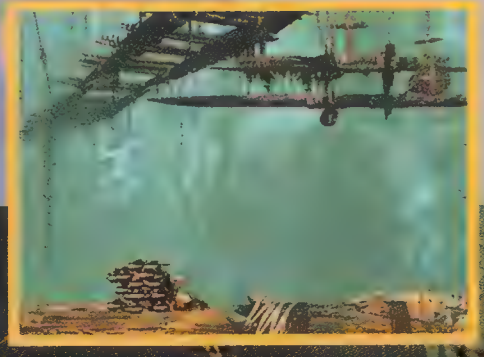
E2P02C10

Jump the gap to the left, and move to the next room in that direction.

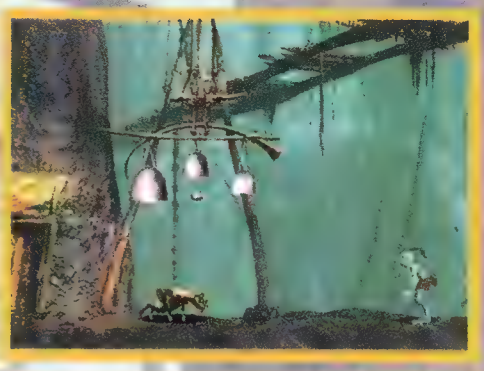
E2P02C09

You'll find a lever and a Paramite. Stand near the lever and throw the meat (controller up) to the left. It will land on the small shadow. Pull the lever to squash the Paramite. Get the meat back and continue to the left.





F2PO2C08
Lure the Paramite back to C09.

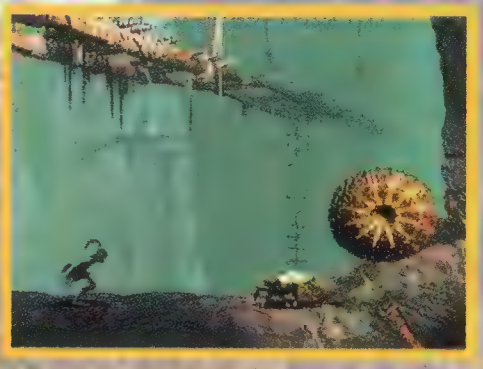


F2PO2C09
Squash this Paramite as well. Then continue back to C10.

F2PO2C10
This time go to the right to C11.



F2PO2C11
You'll find another Paramite and a raised platform with a meat sack. Throw some meat to the left to get the Paramite on the other side of you. Now move on to the right.



F2PO2C12
Another Paramite and a rolling stone. Sounds like you'll have a bit of running coming up—or a folk song. Enter the room and jump on the pressure plate to release the stone; then run like hell and jump onto the platform in C11. The stone will squash the Paramite here and also the one you encountered in C11. Return to C12 and walk to where the stone was. You can now backtrack to C05 and get the sound clue, or look for the secret area.





SECRET AREA #1

#2P02C12

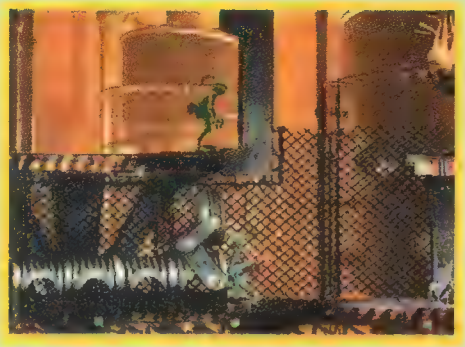
Look behind where the rolling stone was. Find the bird ring and chant to enter a secret area.

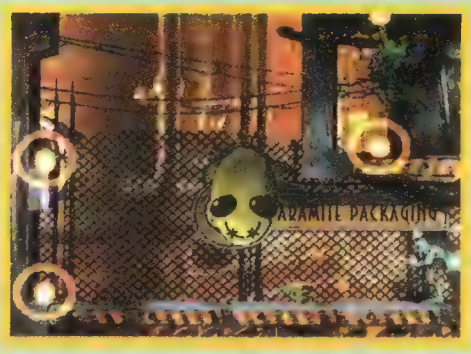


#2P02C14

You must master the run/roll technique (running and holding down X, then releasing to come back into a run) to be successful here. Run/roll through the tube and then run/jump to the platform with the meat. Talk to the first Mudokon and tell him to follow. Jump up to drop some meat, and throw it to the right to engage the Paramites. Immediately run/roll back into the next screen—not too far. Tell the Mudokon to wait, and then run/roll back and up to the platform again. If your timing is perfect, you should be able to do this before the Paramites finish lunch. Repeat this procedure for the next two Mudokons. When the last Mudokon is in position, chant to release all three, and then run/jump through the exit before the Paramites show up. Oh, and Abe ... watch out for a rather large boulder that will fall near the exit gate as you approach.





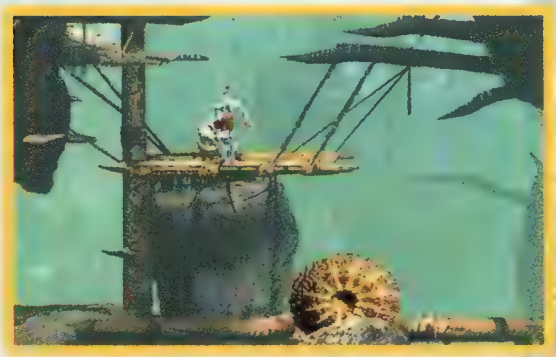


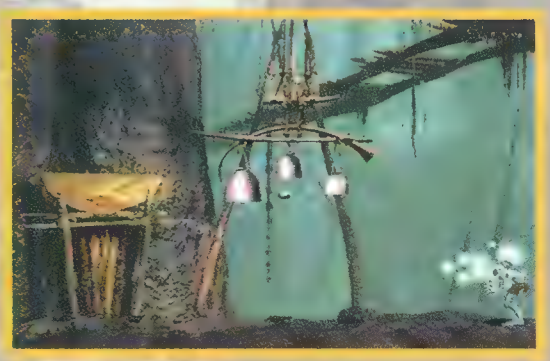
F2P02C12

Back in the secret room, carefully roll out of the room. Return to the bottom and to C05.

F2P02C05

Now that the beehive has been plugged by the huge rock, get the sound clue. Then return to the exit in C08 and complete the level.

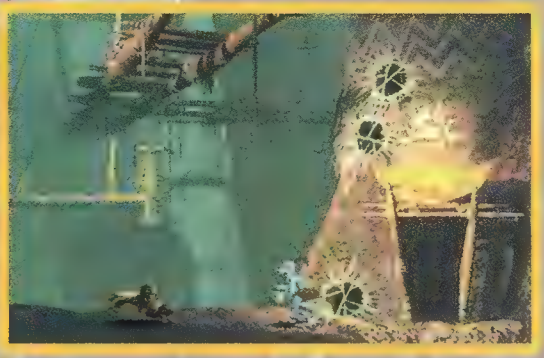


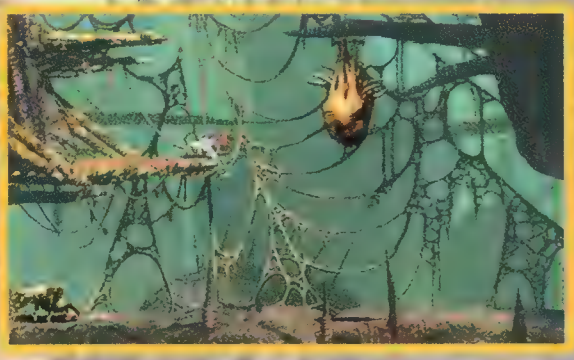


Door 6

F2P04C09

Run through the two left screens.





F2P04C07

Jump onto the raised platform, and climb up.

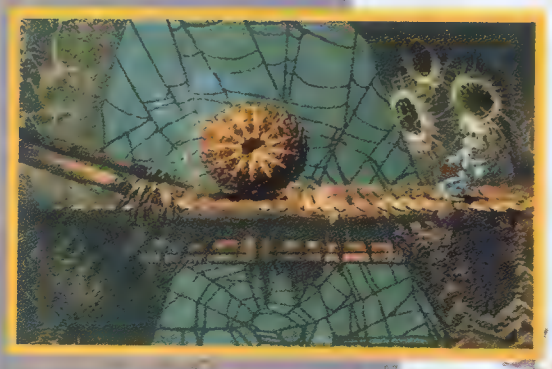


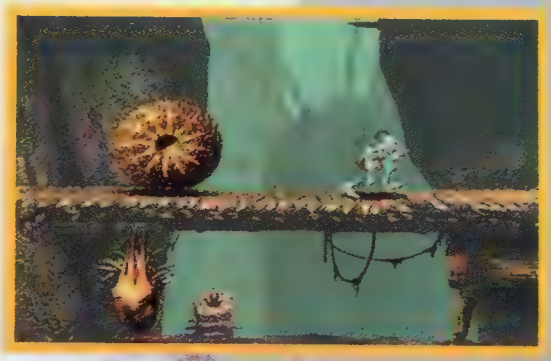
E2P04C04

Keep climbing until you find a Paramite and a well. Climb onto the upper path to the left and continue left for two screens.

E2P04C02

There's a lever, but the rock will release when you get close to it. Be ready to run. As soon as the rock is released, run and keep running. You'll run off the edge in C04 and catch a ledge.

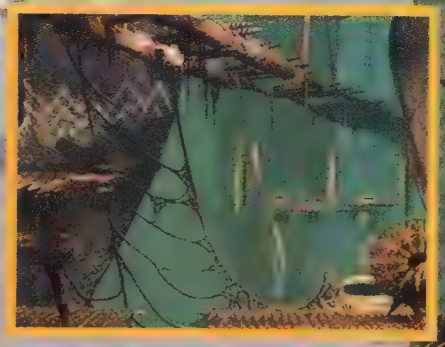


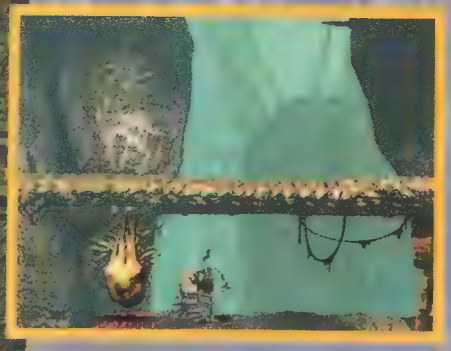


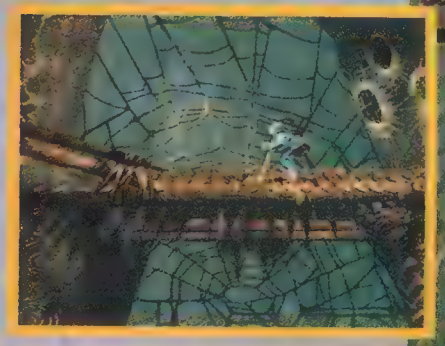
E2P04C04

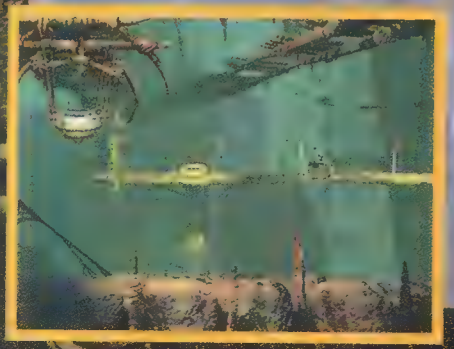
The rock will roll over and crush the Paramite for you while you hang from the ledge. Now go back and get meat, and check the sound clue on the lower path. Push the lever on the upper path to activate the far well. Go into the foreground well, and then go into the far well.

This will take you to the background of C08.









E2P04C08

Walk right, and pull the lever to ignite the flintlock.

Return through the wells and go down to C07.

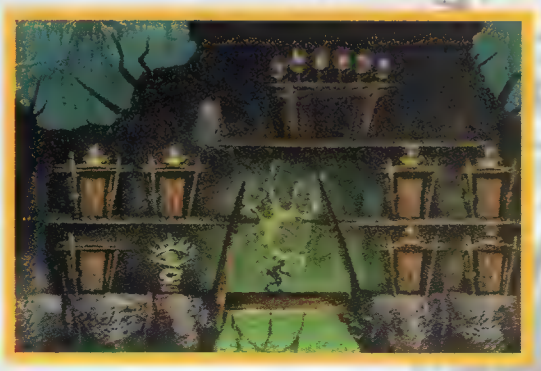
F2P04C07

Toss some meat to the right, and then jump and hit the meat sack. Quickly pick up the meat and then roll to the left, to C06 where the exit is.

F2P04C06

Toss the meat to the right, and then run and jump to the upper platform where the door is. Chant, and you'll finish the level.





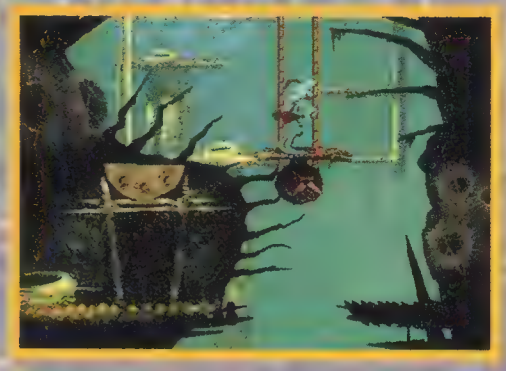
Good. You've completed all the tests but one. Now go through the final door, Abe.

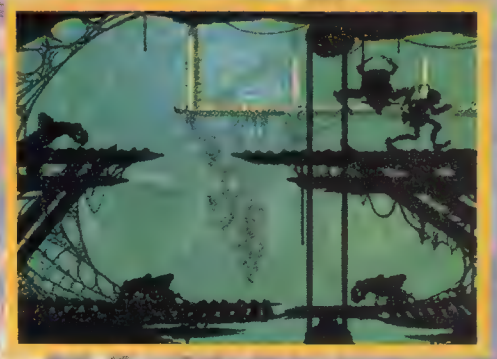
Final Door

F4P09C01

Jump in the well to get a preview of the race you're about to run. Or just go for it.

Start by going up the lift.



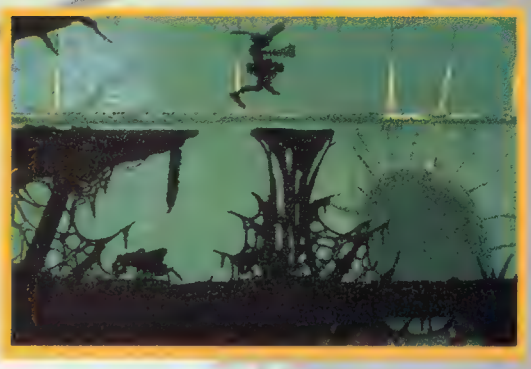


F4P09C02

When you get to the top of the lift, quickly run/jump to the left, and then turn, jump, and run to the right. Paramites are appearing everywhere, so you have to be very fast.

E4P09C03

Run to the right, but jump before the edge. A trap door will drop you into a nest of nasties if you don't jump over it. Continue to the right.



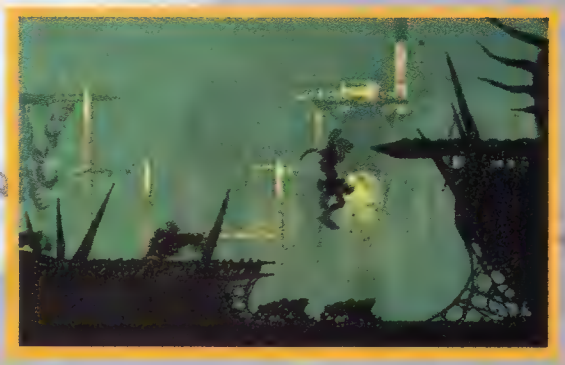


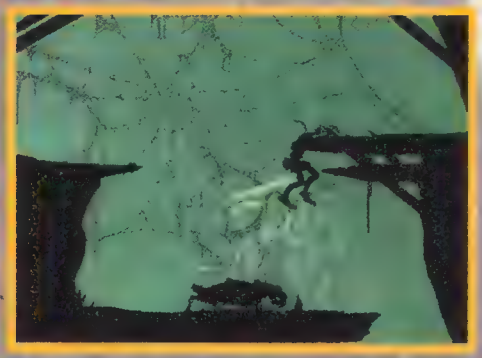
E4P09C04

Keep running, and jump at the lever that is guarded by mines. Climb next to the mine and jump to the platform above. Jump in the well, and you'll be popped up to C12.

E4P96C03

Keep running and jump at the last moment to catch the high ledge. You'll see that you can climb up from here. This is one of only a few places in this race where you can catch your breath. When you're ready, climb away.



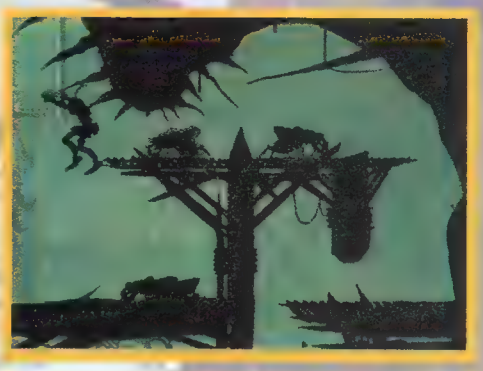


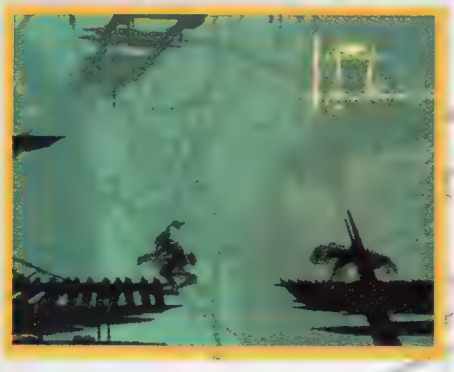
E4P09C12

Jump and hang on the ledge until the two Paramites fall past you. Climb the left ledge, and run/jump up to the right ledge. Climb up.

E4P09C05

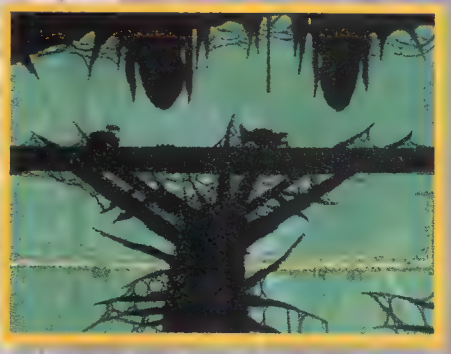
On this screen, you'll need to roll under the low rock, climb onto the platform, and then run/roll under the overhang. Keep running to the left. Again, hang from the ledge until the Paramites jump off of it.





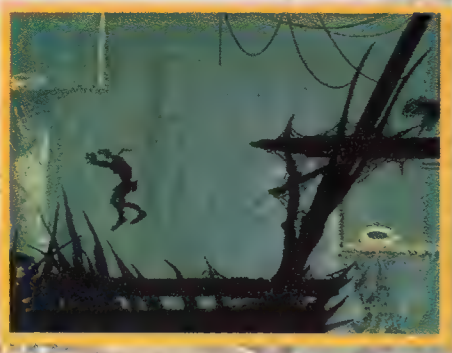
E4P09C06

Be ready to jump the gap ahead, and then jump again to get on the upper path.



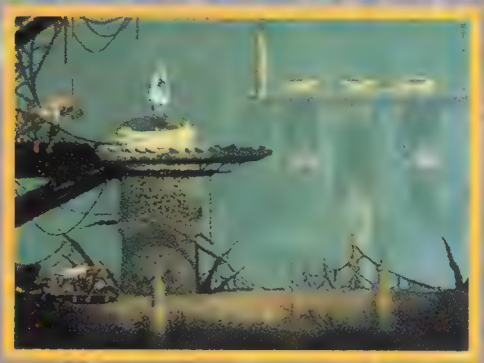
E4P09C07

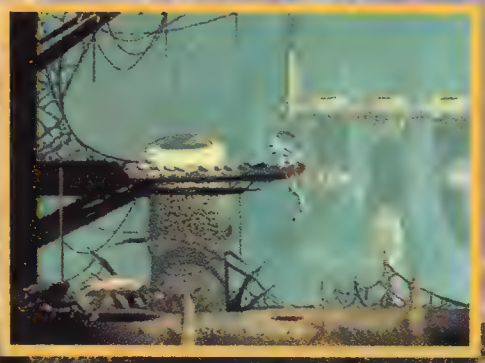
Hold the X button to roll under the two low rocks, and then continue through the next screen (C08).

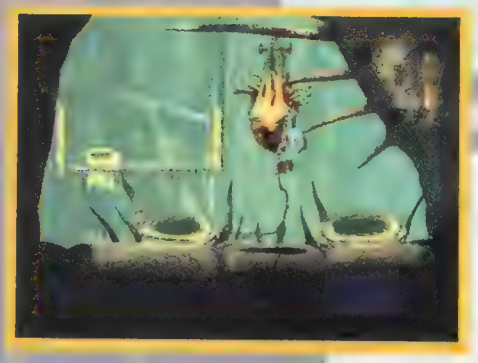


E4P09C09

Jump onto the platform and into the well as quickly as you can.





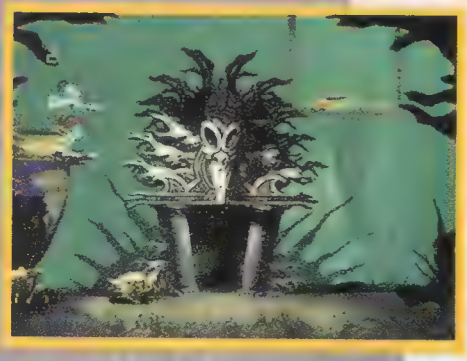


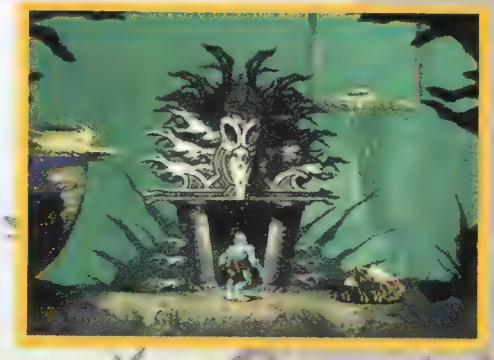
EXPOSE 10

Get meat from the sack and then jump into the well to the right.

EXPOSE 11

From the platform, toss the meat to the right and then run to the doorway. That's all there is to it.

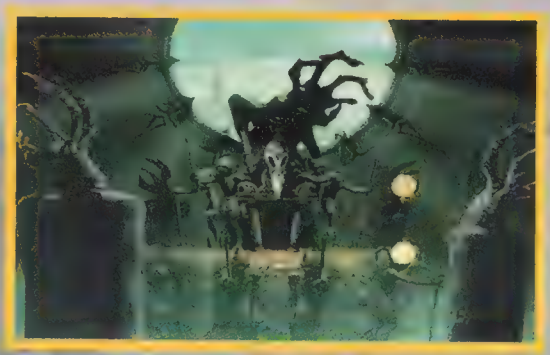




EXPOSE 13

Chant to open the gate and jump through.

Big Face burns you another scar. You've passed the test. Now it's time to use what you know to shut down RuptureFarms and save the Mudokons. But first, back to the Monsaic lines.



ABE, are you ready?

Now that you have completed both tests and lit the flintlocks in both Scrabania and Paramonia, you are ready, Abe, to continue your journey. You have a new power now—the power of the Shrykull. Return to L1P06C06 now and use the Shrykull power to eliminate all obstacles in your path. It's time to return to RuptureFarms. It's time for some revenge, Abe. Are you ready?



CHAPTER SEVEN

RETURN TO RUPTUREFARMS

E2PO4CO7

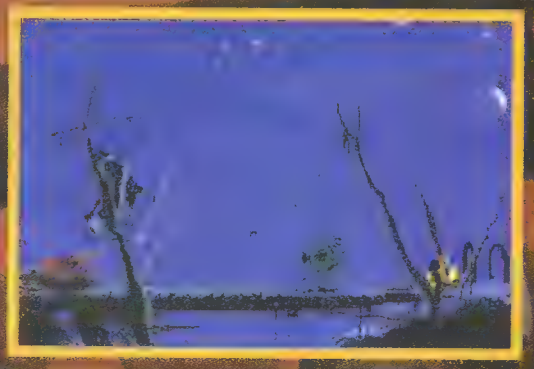
When you emerge here, Abe, you're in the Stockyards again. Climb up the cliffs.





E2PO4CO6

Get past the motion detectors.



E2PO4CO5

Run to the right. The Slog is just behind you.

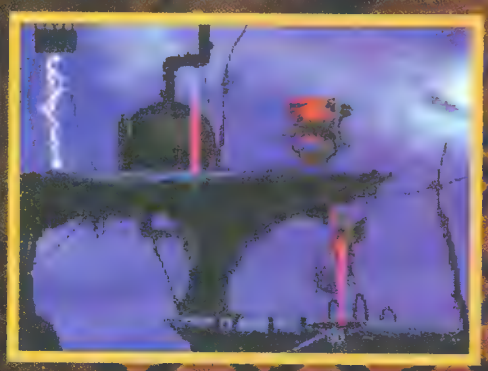


E2PO4CO4

Jump onto the ledge; then jump over the Slog and run back the way you came.

E2PO4CO6

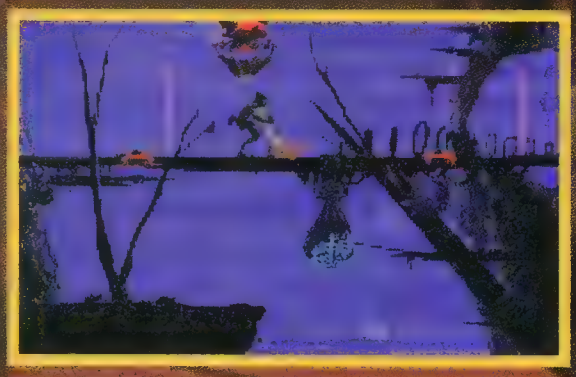
Run all the way back here and run/jump onto the platform. The Slog will get hit by the floating mine, and so it goes. Another Slog is scrapped. Return to C04 and move on to C03.

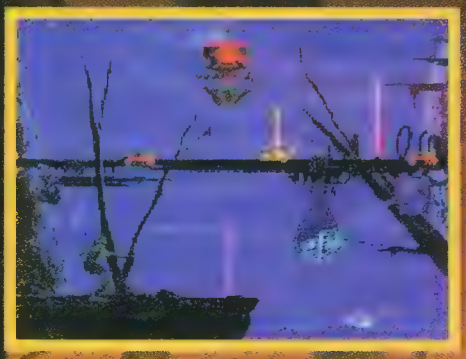


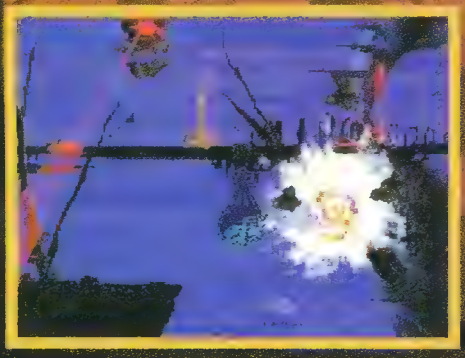


E2PO4CO3

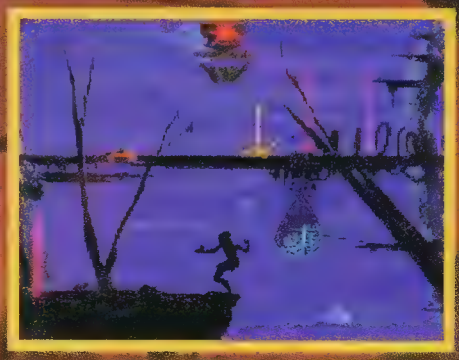
Move through the motion detectors and turn off the electricity below. Then backtrack and go get rocks below.

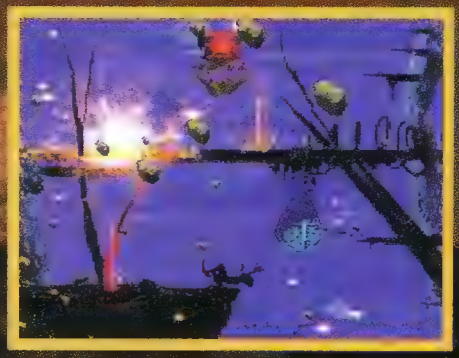






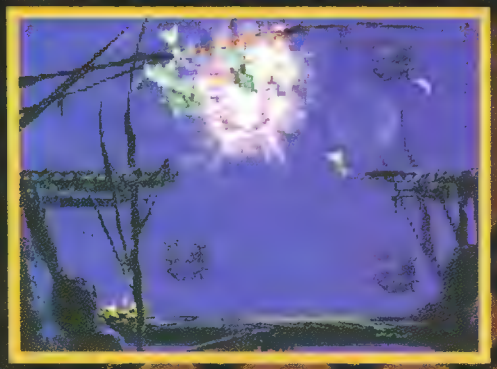
Once you have rocks, hit the floating mine and disable it. Try throwing rocks from below. If you want to make things even safer, blow up the mines on the upper path, as well.





E2PO4CO1

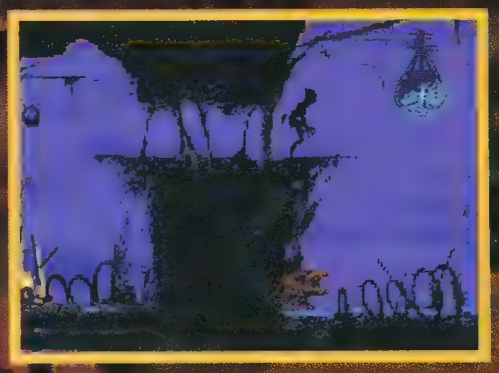
Use rocks to take out the floating mines. Before leaving, you might want to go back to get two new rocks for later.





E2PO3C06

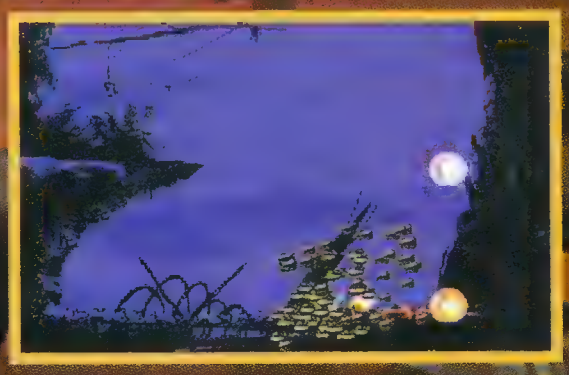
Run to the right through the next screen (C05), and then run/roll through the next (C04). In the screen after that (C03), jump to the ledge and continue.



E2PO3C07

Chant to open the portal. Then stand one step from the edge and toss a rock with the controller down. The rock will take out a couple of mines. Now go through the portal.





E2PO2C04

Jump from the edge. Turn off the bomb. (R1 G1 R2 G1 R3 G1). Without moving, run/jump to the ledge. Try to hit the motion sensor to draw the Slig in. Hang on the ledge while it jumps down. Then pull up and wait for it to explode. The exploding Slig will free the lever. Go turn off the electricity, and then run/jump to the upper level on the right.









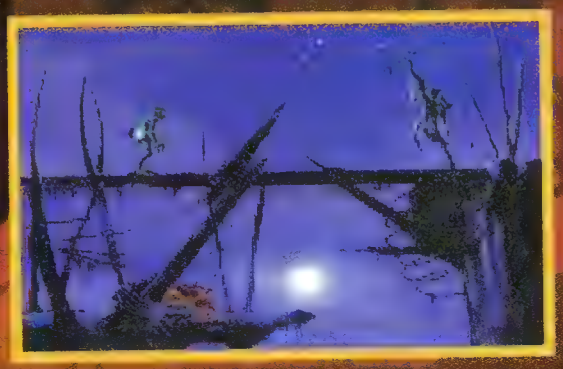


EXPO2C03

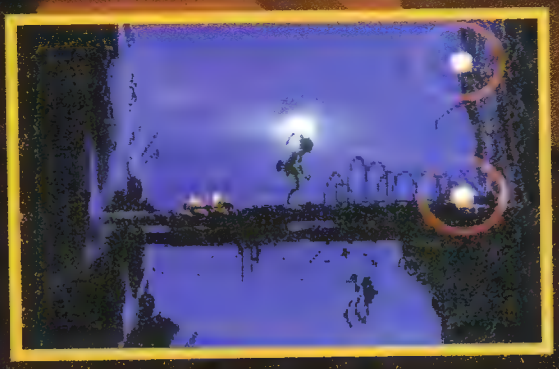
Chant to agitate the Slog below. Run to the left, jump to the ground, and jump back up on the left ledge of C04. The Slog will chase you, and explode a mine there. Climb down to the lower path and head to C03.

EXPO2C03

Now that the Slog is gone, you'll want to go here and climb down. If you go on the upper path to the next screen, you'll encounter a Slig, and there's no way around him. This is the way.







EXPO2C02

Chant and open the gate. This will take you back to RuptureFarms.

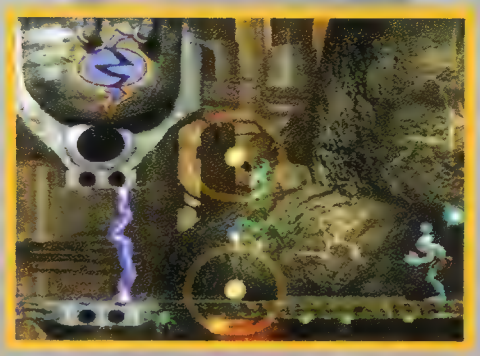
Chapter Eight
Back to the Farm Again

Welcome back, Abe. Bet you never hoped to see this place again, did you? But you're here now. So it's payback time, don't you think?



R2P1 9CO3

Tell the Mudokon to follow you to the next screen.



R2P1 9CO2

Chant to release the Mudokon. This also somehow disables the electricity so you can continue. Look familiar? It should. You were here before.

R2P1 9CO1

You can go in the door, which will then take you up. Or ...

GETTING GRENADES

If you choose, you can go get grenades by crossing to the left, to R2P20C02. You'll have to deal with a floating mine in the grenade room after you get the grenades. Stand about a step to the left of the Slig's platform and throw a grenade with the controller to the left. Turn off the barrier and continue.

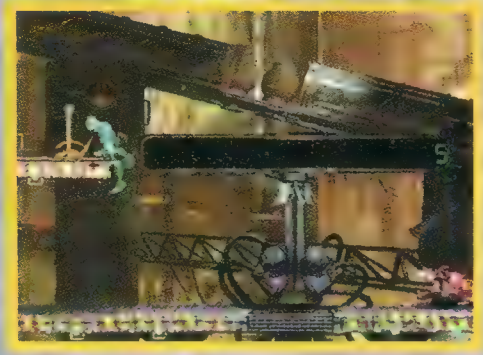




R2P1 8C04

You'll come out through the upper door and run to the left with a Slog on your heels. Run to the left three screens.



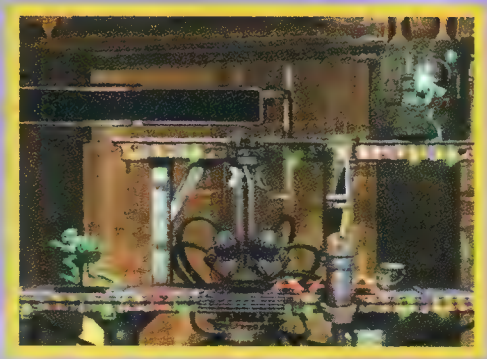


R2P1 8C02

Jump on the ledge to avoid the Slog. Walk to the left.

R2P1 8C01

Chant to save the Mudokon; then return to C02.

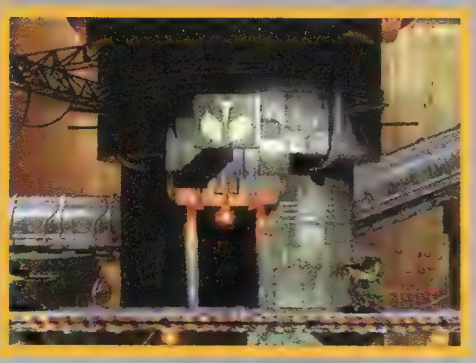


R2P1 8C02
Possess the Slig. Walk the Slig to the right.

If you want, you can talk to the Slog and tell it to come (L1 + square). Take it to the left edge of the screen and tell the Slog to attack (L1 + X). The Slog will blow up and destroy one or two mines. Or just shoot the Slog.



R2P1 8C11
Shoot the Slig that approaches from the right. Continue.



R2P1 8C03
Pass the Mudokon.

R2P1 8C04
Shoot another Slig coming from the right.



R2P1 8C05
Walk under the two saws.

R2P1 8C06
Shoot the Slogs in the next screen. There are a lot of them. Once all the Slogs are gone, continue to the right.

Tip Shoot in short salvoes to hold your position.

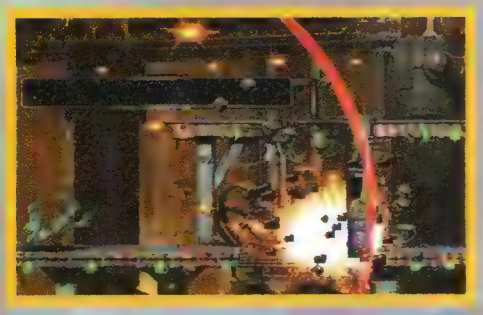


R2P1 8C07

Pull the switch to open the door and release the Slig. Now head left to P18C10 and get spirit rings.



The switch also releases an electrical field to the left, allowing entry into the earlier part of Zulag 1, where there are secret areas with more Mudokons to rescue. The second Slig will probably kill the one you've possessed. If not, you know what to do.



R2P1 8C02

Back in your own body, Abe, go left two screens. You'll be back this way later.

R2P1 8C10

The Mudokon here will gives you spirit rings.

R2P1 8C01

Use the spirit rings to destroy the mines after taking the Mudokon to safety, if you haven't done so already. Go to C03 and rescue the Mudokon there.

R2P1 8C10

There was an electrical barrier at the left side of this room, but you turned it off with the Slig in C07. So continue to the left.

R2P1 4C07

The Slig is standing next to a pair of bombs. Use the spirit rings to blow up the Slig and the bombs. There's an open gap here, and it leads to a secret, but save it for a moment. Jump on the upper platform and continue left.



R2P1 4C04

Possess the Slig and get rid of it.

Return here and move the Mudokon to the left, away from the mine. Blow the mine and have the Mudokon follow you back to C07.





SECRET AREA 21

R2P1 C08

Make the Mudokon wait and go pull the lever to close the trap door. Tell the Mudokon to follow and then release the two Mudokons you find there. You get the Shrykull power. Return to C07 and move on.





R2P1 C06

Three Sligs will appear suddenly from the left. Use the Shrykull power to get rid of them quickly.





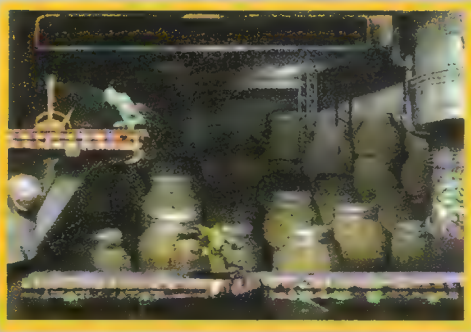


R2P1 C05

Jump across the first gap and hang. You can jump both bombs without disabling them. Jump the next gap and continue.

R2P1 603

Watch out for a Slig coming from the left. Run and get on the upper platform before it can shoot you. Then drop it in the trap door when it's facing left. This is important. Otherwise, it will stay alive when it falls. Listen for the splat....Now, pull the lever and run into the gap.







R2P1 6C07

Make the Mudokon jump down the gap and follow him down.

SECRET AREA 22



R2P1 L6C09

Sneak one step into the shadows immediately. There's a Slig right next to you. Wait until both Sligs have their backs to you and jump so that you land in the shadows on the lower platform. Now sneak to the edge and across the gap when the bottom Slig isn't looking. You'll fall next to a Boom Machine below.

R2P1 L6C10

Get a grenade and go back up.

R2P1 L6C09

Sneak to the shadows. Crouch and roll a grenade at the Slig when it's at the left side of the screen. Possess the other Slig and walk it down to C10.

R2P1 L6C10

Run off the ledge to avoid the mine below. Tell the Mudokons to "Look out!" Now shoot the two Sligs and destroy the one you've possessed. Then come down here in your own body. Move the middle Mudokon to a safe spot, blow the mine with a grenade, and then free the Mudokons there.





R2P1 L6C09

Chant to open the gate and exit back to P16C03.



R2P1 6C03
Keep going left.

R2P1 6C02
Possess two Sligs and use the surviving one to walk to the left.

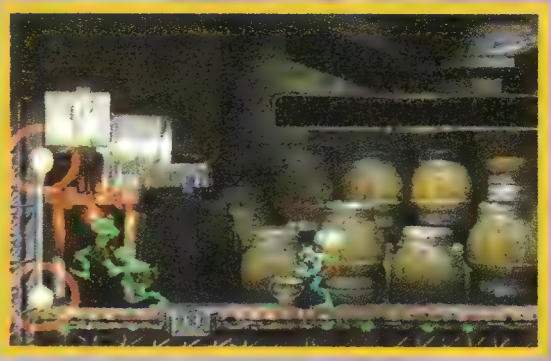


R2P1 6C04
Move past the Mudokon (or shout "Look out!") and shoot the Slig.

R2P1 6C01
Move past the Mudokon and shoot two more Sligs. Then destroy the one you're controlling. Save the two Mudokons and go through the door in C01.

Remember, you can yell "Look out!" to the Mudokons and they'll duck, leaving you a clear shot.







R2P1 5C08
Go up the lift.

R2P1 5C07
Run to the left with the Slog behind you until you reach C05.

R2P15C05

Run and jump on the ledge. The Slog will stop here. A Slig will run into the room. Possess the Slig and shoot the Slog. Then walk it into the next room.









R2P15C04

Walk into the room, yell "Look out!" to get a clear shot, and wipe out the two Sligs. Then destroy the possessed Slig.

R2P15C05

Now jump down and go into C04 on the bottom path.

R2P15C04

Possess the Slig. Walk it to the left.

R2P15C03

Shoot the Slig that runs onto the screen. Destroy the possessed Slig. Now return to C06.



NOTE

There are secret areas in R2P15C03, R2P15C04, and R2P15C06. There is no secret area in R2P15C05. Do not walk into that trap door.

SECRET AREA 2.3 (IN CO6)



R2P15CO6
Pull the ring and run into the open trap door.



R2P15C13
Get a grenade, crouch, roll to the edge, and throw from a crouch. It will bounce to the corner and kill the Slig on the left below. Now possess the other Slig and walk it down below.



R2P15C14
Jump down, and yell "Look out!" As soon as the Mudokon ducks, kill the Slig on the right below. Then quickly shoot the other Slig. The other Slig will kill the one you've possessed.

R2P15C13
Go down below, taking the Mudokon with you.

R2P15C14
Free the Mudokons and leave.

SECRET AREA 2.4 (IN CO4)

R2P15CO4
Lower yourself behind the barrel.

R2P15C17
Possess the Slig and send it to the lower level.





R2P1SC18

Shoot the Slig to the left. Unfortunately, four more Sligs appear and wipe your Slig out. Oh well ...





R2P1SC17

Get grenades and start tossing them down below to wipe out the four new Sligs. Then you can drop down, chant, and free the Mudokons there.





SECRET AREA 2.4 (IN CO3)

R2P1SCO3

Climb down behind the barrel.

R2P1SC11

You'll drop onto a ledge with a Slig. Run down, start chanting, and he'll also run down. Immediately stop chanting and run/jump back to the upper platform. Now you can safely possess the Slig. Drop him down to the next screen.





R2P15C12
Shoot the Sligs on the upper level, and destroy the possessed slig.

R2P15C11
Drop down. Pull the lever to turn off an electrical barrier, and destroy the controlled Slig.

R2P15C12
Free the two Mudokons. Return to C03.

R2P15C03
Move left.

R2P15C10
Use the doors to move left two screens. You shouldn't encounter any danger.

R2P15C02
There's a gate here and a barrel. There's nothing behind the barrel. The gate will send you all the way back to P18C10.



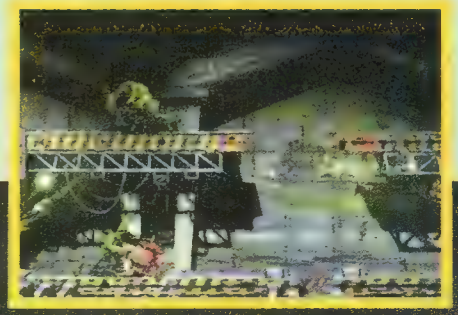
R2P15C01
Free the three Mudokons and then go down into the secret area behind the barrel.

SECRET AREA 25 (IN C01)

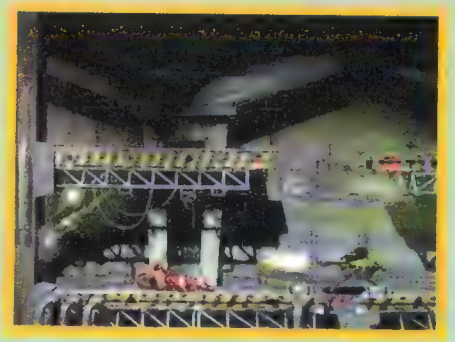


R2P15C15
Possess the Slig. If the Slog drops below, follow it.

R2P15C16
Tell the Slog to "Sic 'em," and it'll eat the Slig below. Kill the Slog, and release the Slig.







R2P15C15

Lead the Mudokons down below and send them home.

R2P15C01

Return to C02 and use the gate to return to P18C10. Go back to the door and return to P18C07, rescuing all the Mudokons you can find along the way. You know what to do. When you're ready, go through the door in P18C07 and into Zulag 2.



RIPOKO 1

Sneak to the left, and jump on the platform. Possess the sleeping Slig. Walk it to the left.



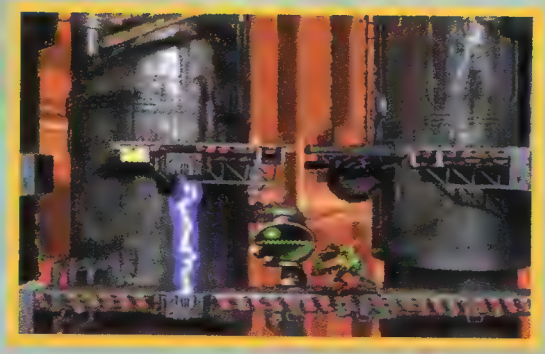
You've made through Zulag 1, but there are more Mudokons to save. Go on, Abe. Save the Slaves in Zulag 2.

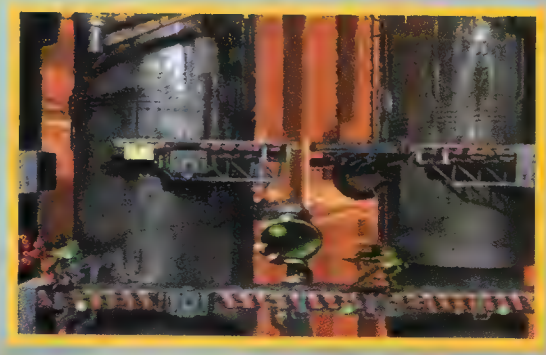
CHAPTER NINE

ZULAG 2

R2PO KCO 2

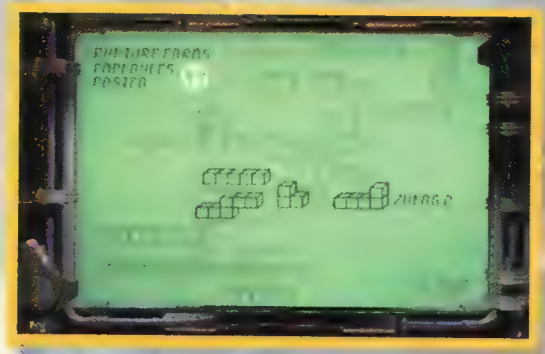
Answer the voice security (W2 W1 W1 W2—using the Mudokon equivalents for Slig speech). Another Slig will drop from the ceiling. Wait for it to come into your sights and plug it. Then finish the first Slig.

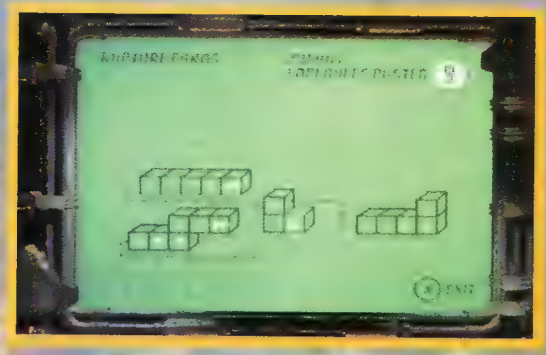




R2PO KCO 1

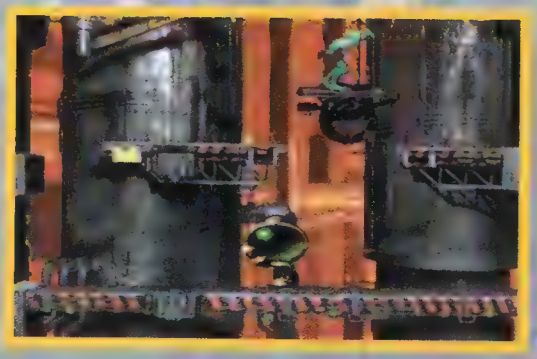
Check the directory for a general map of RuptureFarms and a specific map of Zulag 2, and then head to C02. Notice that there are nine Mudokons on this level.





R2PO KCO 2

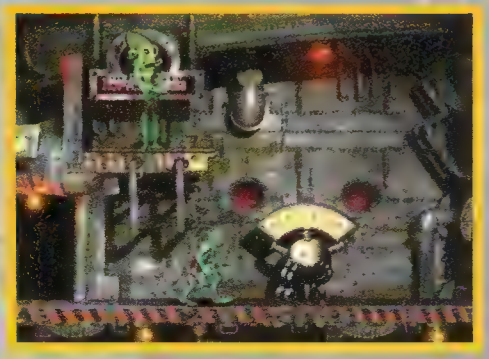
Ride the lift up.



R2PO KC03
There are three doors here.



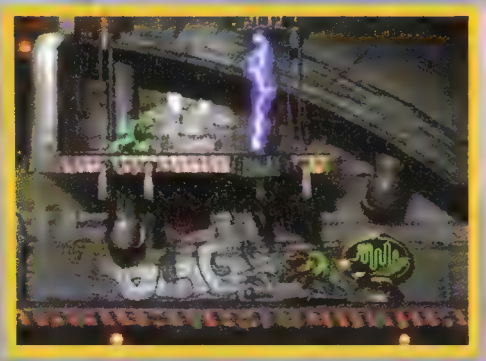
Z2 Door 1



R2PO2CO1
Walk to the right, to C03.

R2PO2CO3
Jump onto the raised platform. While facing left, pull the lever and start running. If the Slig doesn't come down, chant for just a millisecond. Then jump onto the platform when it jumps down. Possess it and move it to C02.



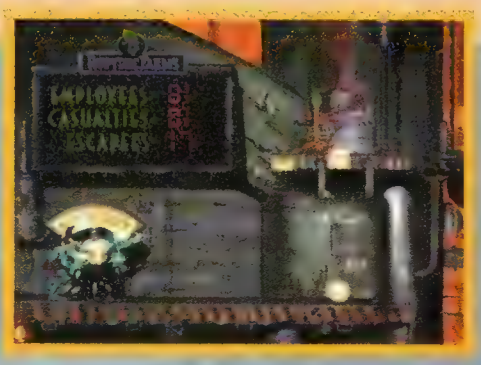


R2PO2CO2
Use the Slig to say the password to the voice security (W1 W2 W1). Then shoot the Slig that appears from the left. Destroy the possessed Slig.

R2PO2C03

Save all three Mudokons. You'll need to collect them from the three screens you've seen. You'll also get the Shrykull power, and then ride up the lift.

Tip You must save all three Mudokons at the same time to gain the Shrykull power.



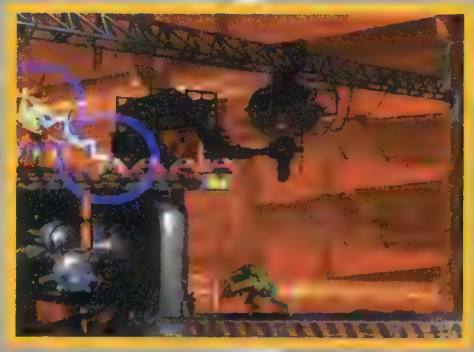


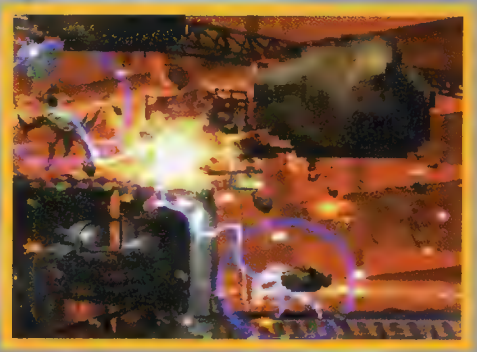
R2PO2C04

Pull the lever to unlock the security lock. Walk to the right to C05.

R2PO2C05

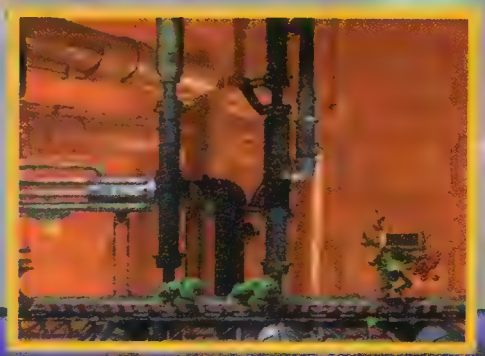
Use the Shrykull power to destroy the mines and the Slig. Then possess the Slig that runs into the room after that. Walk it to the right.



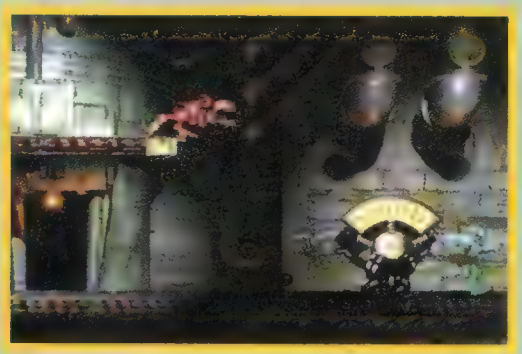


R2PO2C06

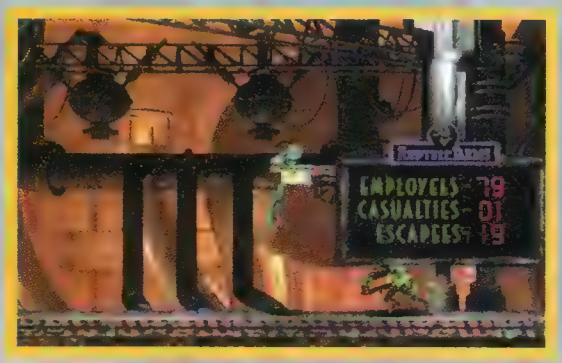
Tell the Mudokons "Look out!" and shoot the Slig; then destroy the one you've possessed. Save the two Mudokons and return to the entry door to complete this level.



Z2 Door 2



R2P1OC01
There's a Slog above you. Start running to the right.



R2P1OC02
Just after you get into this room, jump to climb up to the ledge. You have to do this very quickly so the Slig can't shoot you. Possess the Slig and have it call the Slog. Walk them to the next screen.

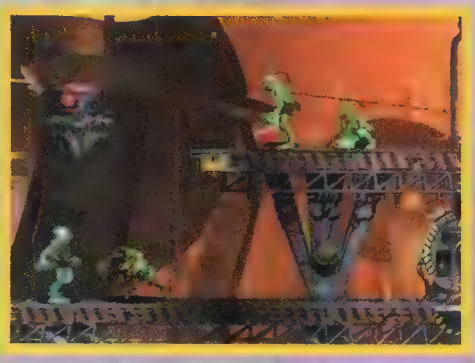
R2P1OC03
There's a Slig behind a barrier. Walk up to the barrier and tell the Slog "Sic 'em" (L1 + X). That takes care of the Slig behind the barrier. Call the Slog back ("Here, boy"), shoot it, and then destroy the possessed Slig.





R2P1OC02
Walk to C03.

R2P1OC03
Roll under the barricade and on to the next screen.



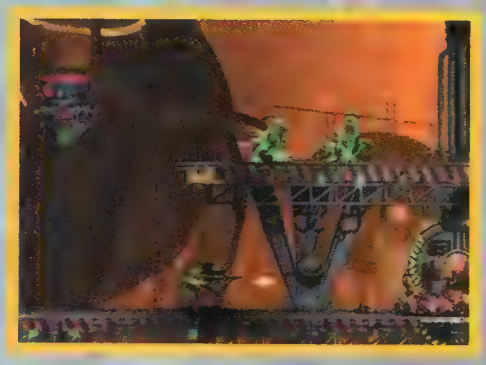
R2P1OC04
Get three grenades if you need them.

R2P1OC05
Walk into the next screen, wake up the Slig, and run back the way you came. You need it to chase you. Keep going back to C03.

R2P1OC03
Climb on the upper platform and walk back to C04.



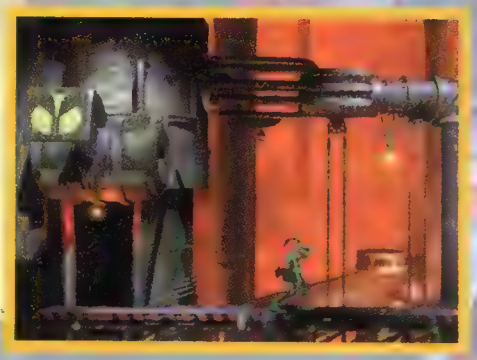
R2P1OC04
Possess the Slig and walk it back to C05.



R2P1OC05
Shoot the Slogs. (They'll start to run out when the Slig is just under the overhang.) Now use the Slig to pull the lever and complete the level. Then destroy the Slig.

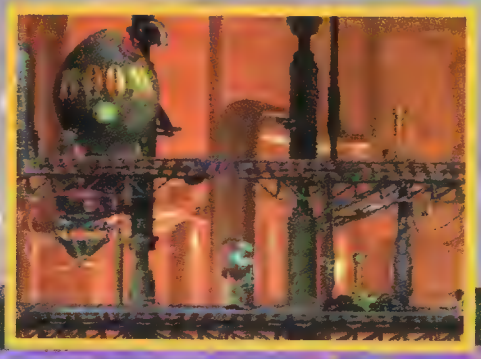
R2P1OC04
Return to C05 and save the two Mudokons. Return to the door and end the level.

Z2 Door 3



R2P03C01
Walk to the right.

R2P03C02
Jump the two mines, or blow them up with grenades if you have them.



R2P03C03
Sneak past the sleeping Slig.

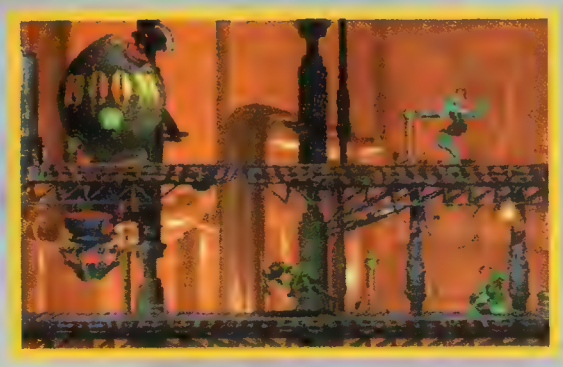
R2PO3CO4

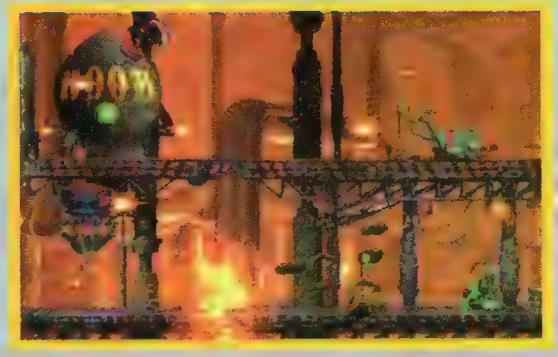
Jump onto the high platform.

R2PO3CO3

If you need grenades, get them. Otherwise, wake up the Slig (say anything except "Hello"). Stand on the right side of the lever, facing left. Throw the grenade (controller down). Pull the lever to drop the grenade on the Slig.

Go down and pull the lever on the bottom path. This will lower a lift in C04. (You can pull the trap-door lever and run to drop quickly down to the lower path.)



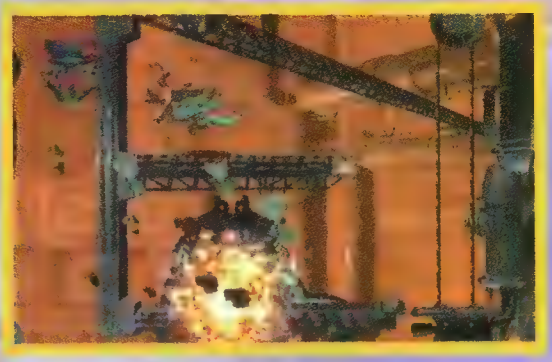


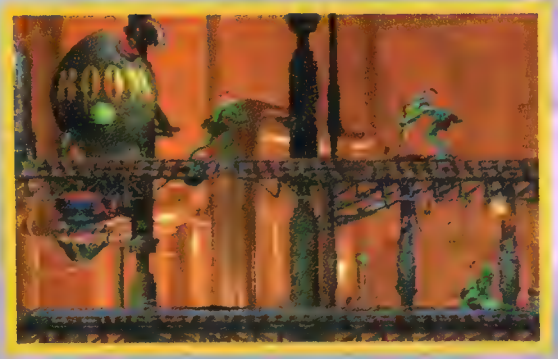
R2PO3CO4

Take the lift up.

R2PO3CO5

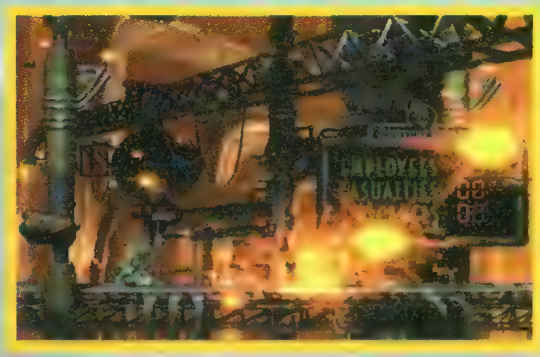
Run/jump to the upper platform. There's a security orb here. However, a well-placed grenade will finish the Slig. Pull the level lever and return to C03.





R2PO3CO3

Go get the Mudokon from C04 and take him to C03. You can do this by taking him along the lower route, or by taking him to the trap door and having him stand there while you pull the lever. If you didn't already take care of the mines in 02, have the Mudokons wait for you here.



R2PO3CO2

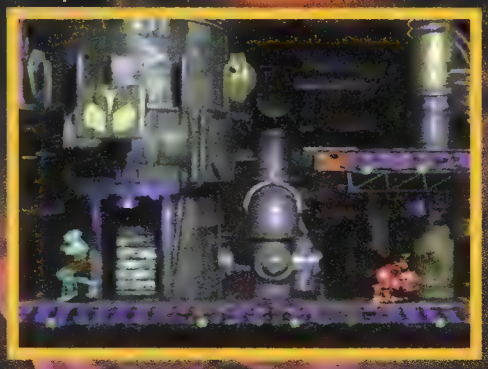
If you haven't already done so, blow up the mines with a grenade. One will do. If necessary, get more grenades and then save the two Mudokons. Return to 01 and complete the level.

You should now be able to enter the door marked Zulag 3.

Chapter Ten
Zulag 3

You're close now, Abe. Get through Zulag 3 and you're almost there. You can do it. You can bring down RuptureFarms. Ride the car to the entrance to Zulag 3. Go in the door.

R2P1 3C01
You'll find yourself on a screen with a sleeping Slog. Sneak to the left.



R2P1 3C03
Wake up the Slig and run back to the right.



R2P1 3C01
Jump onto the raised platform and possess the Slig. Walk it to the right.



R2P1 3C02
Sic the Slog on the sleeping Slig. Shoot the Slog and destroy the possessed Slig.

R2P1 3C01
Go check the directory in C02 if you want, and then return to the bottom path.

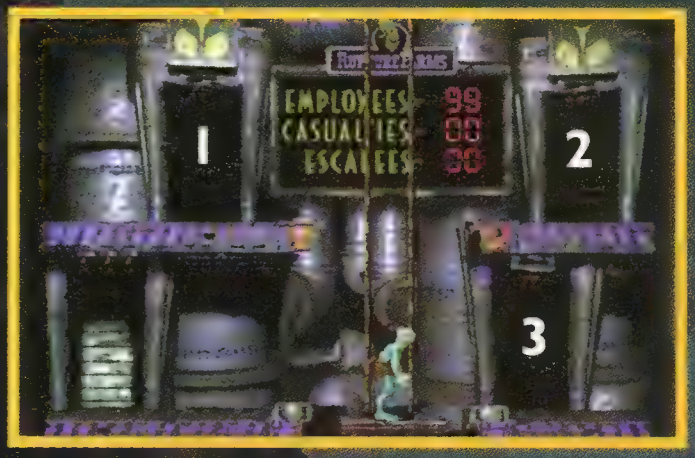




R2P1 3C02
Roll under the barricade and pull the lever. This will turn off the electrical barrier in C03.

R2P1 3C03
Take the lift up to C04.

R2P1 3C04
There are three doors here.



Z3 Door 1



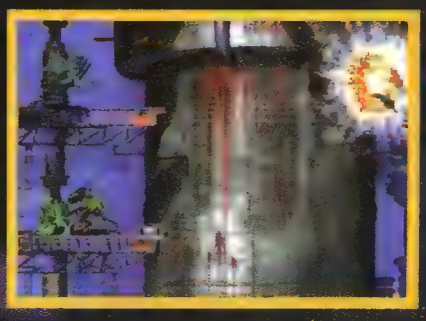
R2P0 7C01
Jump the gap to the right and sneak into the next screen.



R2P0 7C02
If you need grenades, make the machine eject one and then run/jump onto the platform when the Slig wakes up. When the Slig leaves the room, lower yourself to the bottom path, grab the grenades, and quickly return to the upper path. Walk on to C03.

R2P0 7C03
Stand about one step into the screen and get ready to throw a grenade at the security orb. Hold the grenade for about five counts and then throw. It should blow up just as it hits the security orb. You have nine grenades to try before you have to go back and get more.





Once the security orb is gone, possess the Slig and use it to pull the lever to release the electricity. Walk it back to C02 and shoot the other Slig there. Destroy the possessed Slig.

Walk back to C02

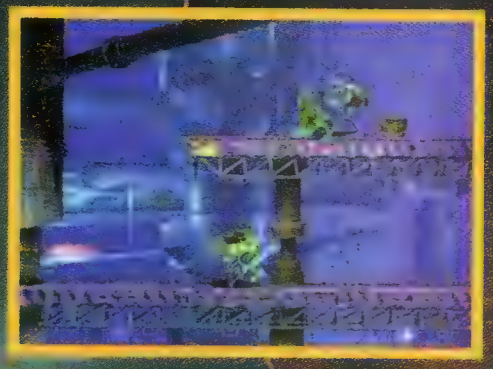
R2PO7CO2
Drop to the lower path. Walk back to C03

R2PO7CO3
Climb down off the edge.

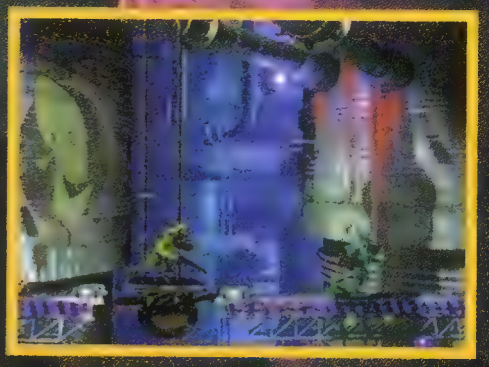
R2PO7CO4
Run/jump across the gap, being careful not to get hit by the falling meat. Run/jump again to the other side—you'll just make it with a perfect jump—and lower yourself down.



R2PO7CO5
Walk to the left.



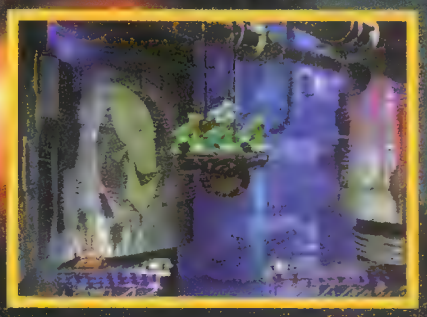
R2PO7CO8
Possess the Sligs below and destroy them. Then walk to the next screen left.



R2PO7CO9
Jump the gap and stand to the left of the lever. Then pull it and run, jumping the gap as the lift comes down—a Slig is on it.

R2PO7CO8
Jump onto the high platform and wait for the Slig to come onto the screen. Possess the Slig and destroy it.

Now go back and get each of the three Mudokons on this level and take them to the lift. Once you have all three, take the lift all the way C01, where you started, and go get the fourth Mudokon from C03. Once all four are in place, return to the ring of birds (C10) and release them. You will get the Shrykull power. Pull the lever to reset the lock. Now return to C05.

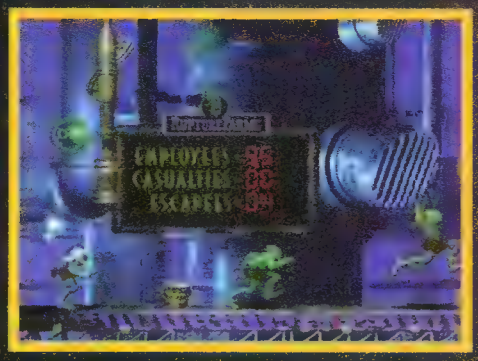




R2P07C05
Jump the gap, avoiding the falling meat.

R2P07C06
Use the Shrykull power to clear this room. Walk to the next room.





R2P07C07
Chant to rescue two more Mudokons here. Then make your way back to the start to complete this level.

Z3 Door 2





R2P05C01
Run/jump across when the mine is out of the way (or lower yourself off the edge when it's safe). Drop to the lower path. Then walk to the left and pull the lever when you can do so safely. Immediately walk back under the middle platform and hoist yourself up; then move one step backward. When the second mine is out of the way, run/jump across the gap.

R2P05C02

Sneak to the edge and then jump down and jump again across the gap. Wait until the Slig has turned his back and then run to the right to C03. Be ready to jump again almost immediately.



R2P05C03

Get to the upper platform and then jump the gap to the other platform on the right. Crouch and toss a grenade under the security orb, and then start chanting. The Slig will run out of the room and fall off the ledge. (If you don't have grenades, wait until the Slig has walked out of the room, and then go pull the lever and hoist back up again. This will make your return trip more difficult, however. Better to use grenades.) Return to C02.

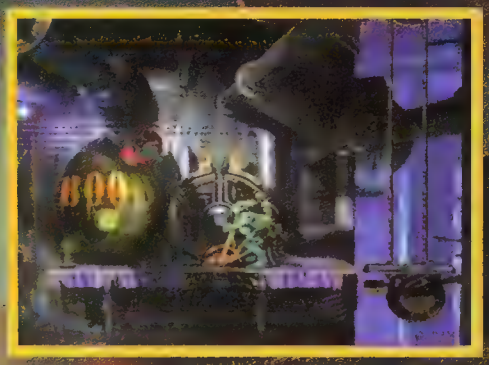
R2P05C02

Throw a grenade (controller up) over to where the Slig is sleeping and blow him up. Then go across and pull the lever. Return to C03.



R2P05C03

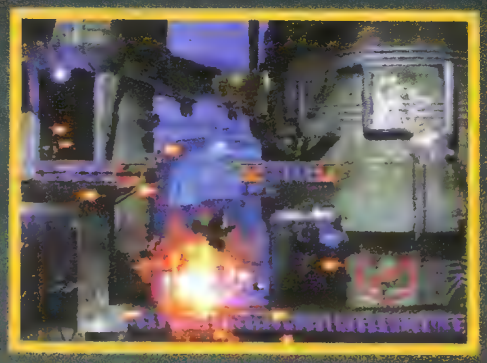
Pull the lever, and take the lift up.

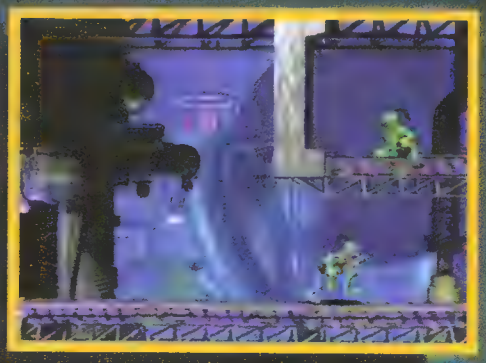


R2P05C04

Pull the lever to complete the interlock and get grenades if you need them. Return to C01.

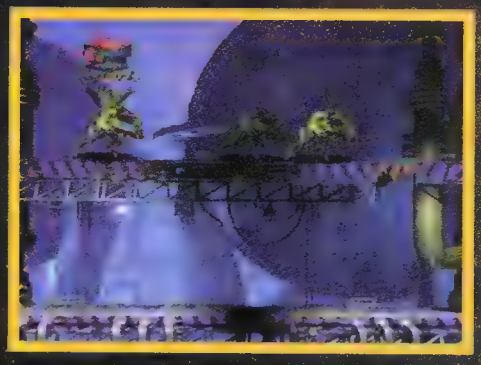
R2P05C01
Use grenades to blow up the floating mines. If you toss low when they are near the ground, it's pretty easy. If you run low on grenades, return to C04 and get more. Finally, save the Mudokon and complete the level.





Z3 Door 3

R2P1 2C01
Run to the right.



R2P1 2C02
Cross this room and sneak into the next. Ignore the switch and the three Sligs above for the moment.

R2P1 2C03
Sneak in and climb to the ledge. Possess the Slig and walk him back to C02.





R2P1 2C02
Position the Slig next to the switch and pull it when the upper Sligs walk over the trap door. Shoot each Slig in turn and then destroy the possessed Slig.

R2P1 2C03

Go back to C01, get the Mudokon, and walk it to the trap door. Pull the lever, and it'll drop to the lower pathway. Then bring it here and release it. Go through the door up ahead.



R2P09C01

Get grenades if you need them; then drop down to C02.

R2P09C02

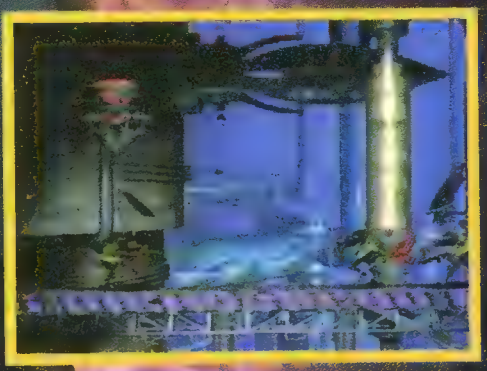
Possess the Sligs here. Have the one that survives pull the lever. Walk it to the right.

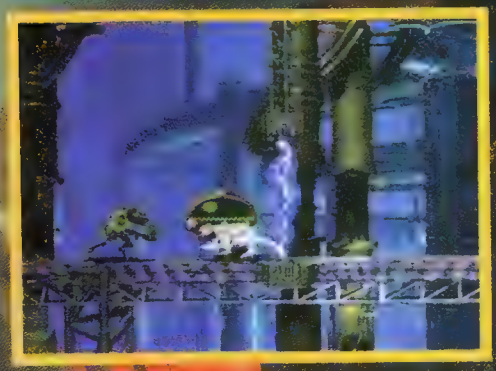




R2P09C03

Shoot the Slig. Then shoot as many of the next three that drop in as you can. You may have to wait for another Slig to enter C02 and, after it's dead, possess that one. Shoot any remaining Sligs.





R2P09C04

Call the Slog, and watch him fry in the electrical barrier. Then give the password (W1 W2 W1) and run into the next room.

R2P09C05

Run past the two Mudokons and quickly shoot the Slig there before he can react. You're done with the possessed Slig, so release him.





R2P09C05

Go get the two Mudokons and save them. Then you can return to the beginning to complete this level.

R2P13C04

This opens the door for you to exit Zulag 3 and enter Zulag 4.

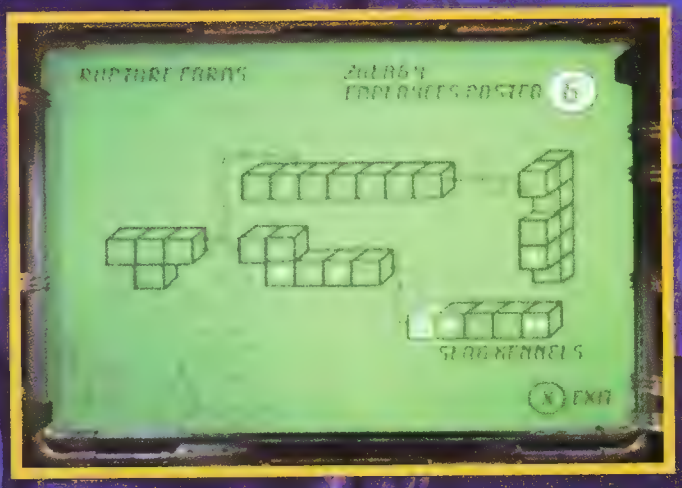


If you can make it through Zulag 4, you'll be close. Look for the Mudokons and save them, Abe, and take out this Glukkon monstrosity.



R2P1 4CO1

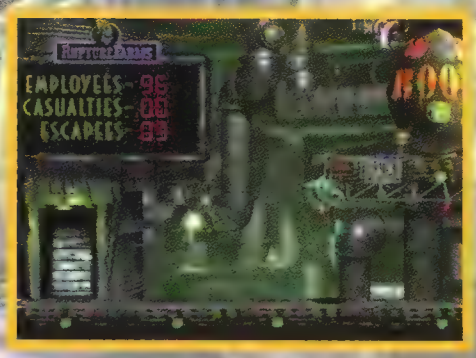
Climb the two shelves. There's a Boom Machine here, but it's protected by an electrical barrier. Leave it for now.

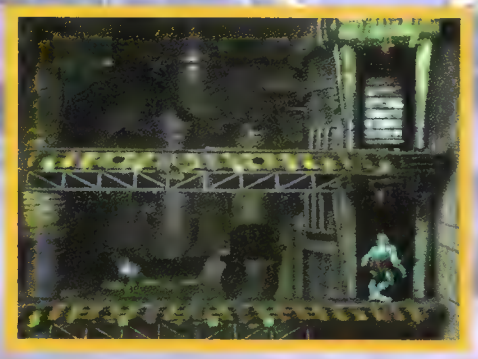


CHAPTER ELEVEN

ZULAG 4

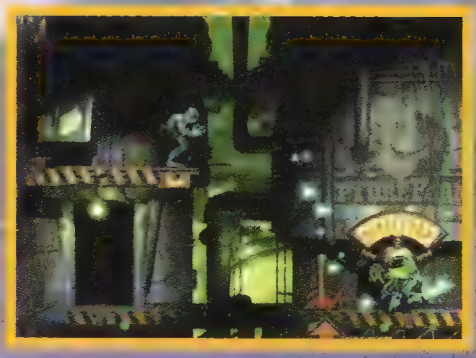
R2P1 4CO2
Head to the right on the bottom path.





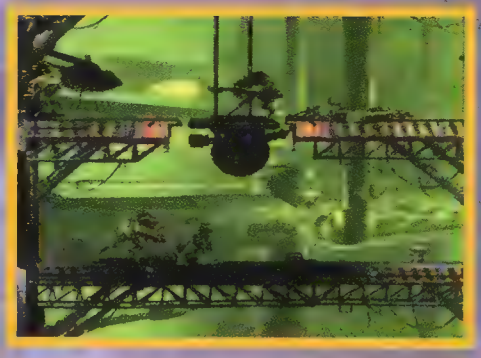
R2P1 4CO3
Enter the door at the end.

R2PO4CO1
Walk to the next screen and get the attention of a Slig. Then run back and jump onto the high ledge. Possess the Slig. Move it to the next screen.





R2PO4CO2
Shoot a Slig and ride down the lift.



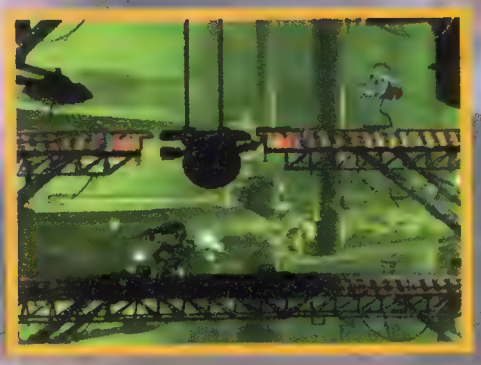
R2PO4CO3
At the bottom, shoot the two Sligs. Leave the one below for now and head to the right.



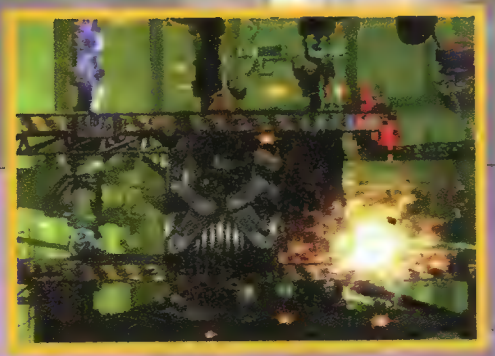
R2PO4CO4
Shoot the Slig quickly. Keep shooting to nail the Sligs that appear. Drop to the lower path, and shoot the other Sligs. Then destroy the possessed Slig.

R2P04C01
Back in your own body, jump down to C03.

R2P04C03
Possess the Slig, and destroy it. Then head to the right.

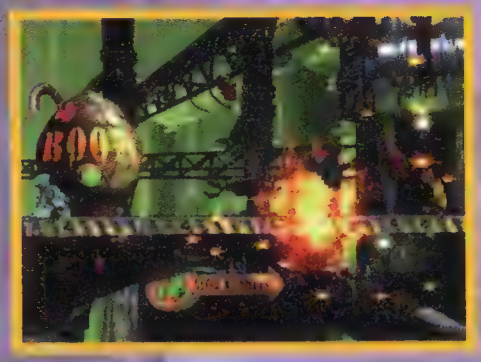


R2P04C04
Walk to the right along the lower path.



R2P04C05
Crouch and lob a grenade toward the sleeping Slig. Roll through the barricade, climb up, and turn off the electrical barrier. (If you're fresh out of grenades, sneak onto the screen, roll through the pipe, slap the bomb, and roll back out to take out the Slig.)

R2P04C06
Roll into this room and toss a grenade at the Slig with its back turned. If you hold the grenade for a while and then toss it, it will blow him up easily. Enter the door ahead or backtrack and save the Mudokons you passed earlier.

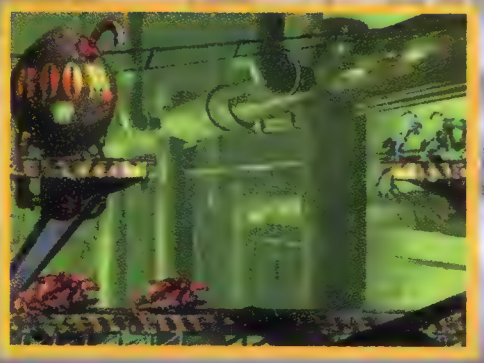


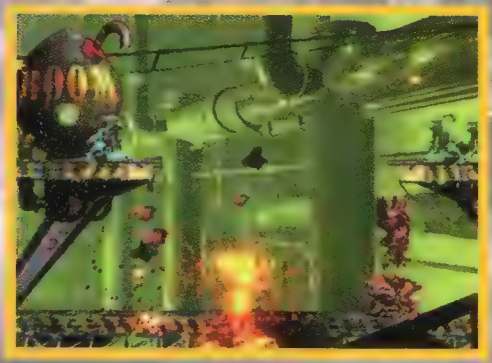


R2P08C01
You're in the Slog kennels now. Start running and keep running until you reach C05, where there's a high ledge with two Mudokons on it.

R2P08C05

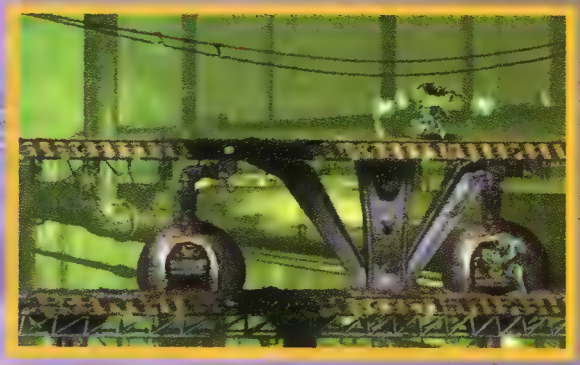
Jump up to join the Mudokons. By this time, you'll have a large contingent of Slogs trying to take large pieces out of you. There's also a Boom Machine on the opposite side of the wide gap. Run/jump to reach it. If you need grenades, get them. Then crouch about one step from the edge and lob a grenade at the Slogs. If any are below you, run/jump across again and lob another. Ultimately, you'll blow up all the Slogs. Now walk back to C04 on the bottom path.





R2P08C04

Possess the Slig from below. Walk it to the left.



R2P08C03

Shoot the Slogs that appear as you head toward the lever. Then have the Slig pull the lever. Watch out for a second wave of Slogs. (If your Slig gets munched without taking out all the Slogs, you can try to walk to C04, lob some grenades into C03, and hope to blow them up. Ultimately, you need to pull the interlock lever.) Kill the Slig when you're done.

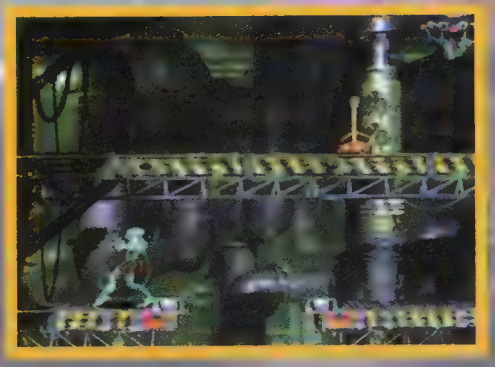




Finally, return to C01 with the three Mudokons that you found on this level and send them to safety.

R2P08C01

Backtrack through the doorway and retrace your steps all the way to R2P14C02. If you have left any Mudokons behind, be sure to save them before you continue.



R2P14C03

The lower door will close behind you, and the upper door will open. Carefully head back to the left.

R2P14C02

The Slig will have its back to you. Sneak to the ledge and jump across. Wait for an opportunity, and then sneak to the shadows. Head into C04.

R2P14C04

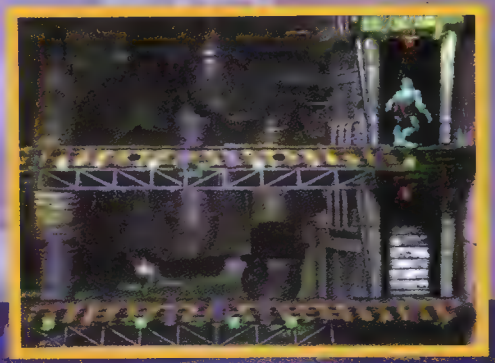
Take cover behind the barricade and get ready to run/jump onto the shelf when both Sligs are gone. Then quickly run to the shadows and stop until the Slig has passed you again. Now you can run forward, back to C02, but on the upper path.

Tip From behind the barrier, get the attention of both Sligs. This will synchronize their movements. Then, when they've both left the screen, you'll have a perfect opportunity to run to the upper path and get into the shadows before the upper Slig returns. Or, if you have grenades, roll one at the bottom Slig and make him go all to pieces!

R2P14C02

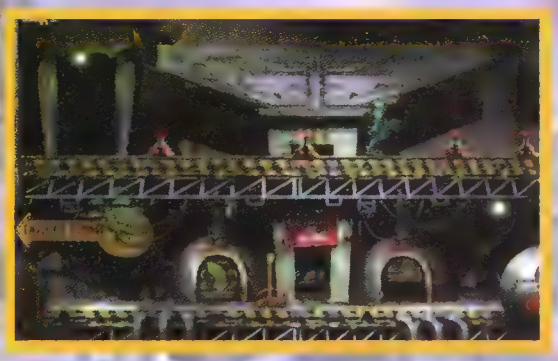
The lever will release the electrical barrier protecting the Boom Machine below (in C01). Keep going to C03.





R2P14C03

Enter the upper door.



R2P1 KO1
Walk to the right.



R2P1 KO2
Possess the Slig and have it pull the lever to release the electrical barrier. However, be ready to blast a boatload of Slogs as you pull the lever. Quickly turn and start firing. Keep firing until the recoil pushes the Slig back into the previous screen. Or, use short bursts to kill them all (the preferred method).

R2P1 KO1
Go left, and pull the lever to turn off an electrical barrier up ahead, and then destroy the Slig. Or if you want to try a more interesting way to complete this area, stand in the middle of the screen and shoot Slogs as they appear from either side. Use short bursts, or they'll eat the Slig. When you're done, destroy the Slig.





R2P1 KO2
You can now go forward to reach the end of Zulag 4, or you can try the secret way. Your choice. If you simply want to go forward, jump the gap and head to the right.

THE SECRET WAY

Note To enter this secret area, you must destroy all Slogs in C01.

R2P1 KO2

Jump down to the lower path and run back to C01.

R2P1 KO1

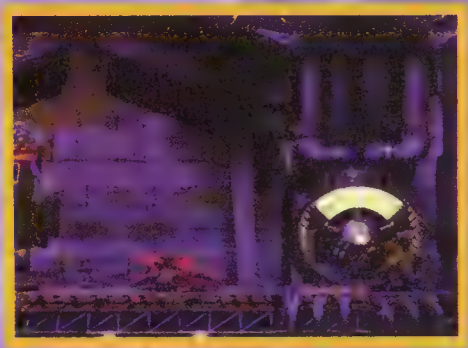
Roll to the left and collect the spirit rings. You'll want to come here three times. Each time you get the spirit rings, head back to the right until you find an obstacle. Use the spirit rings to clear the way, and then return here and get them again. (Hint: You'll need to use the spirit rings right away when you leave the secret area.) Touch the button that reads "Do not touch."

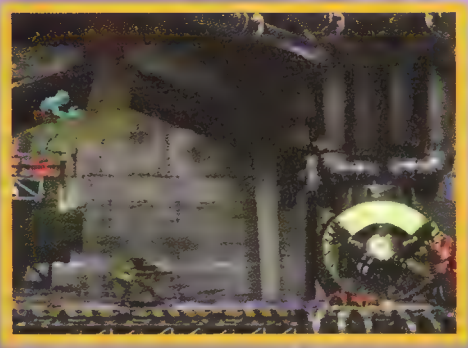




R2P1 KO3

There's more than one way to get past this point, but if you want to see everything, Abe, then drop down off the ledge and roll to the left, back to C02. Crouch and roll a grenade to destroy the mines, and then walk back to C03 and get ready to run/jump back to the ledge as the Slig wakes up. Possess the Slig and kill it. Finally, on your way out, be sure to touch the button that reads "Do not touch."

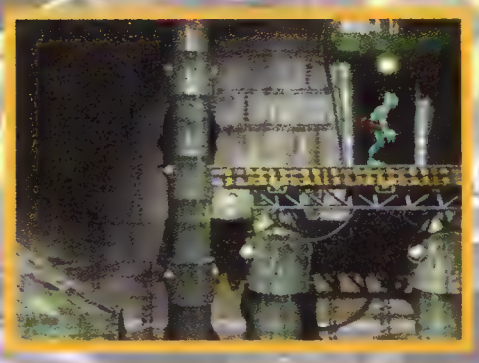




If you touched the "Do not touch" button, you'll see that you have succeeded, Abe. You've shut down RuptureFarms. Now, can you get out alive?

R2P1 IC04

Run and enter the doorway. You'll find yourself on a small platform. Walk to the right to enter the final sequence.

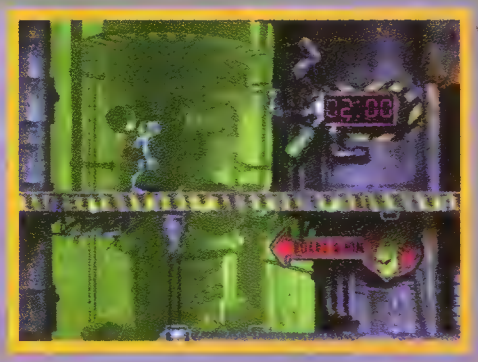


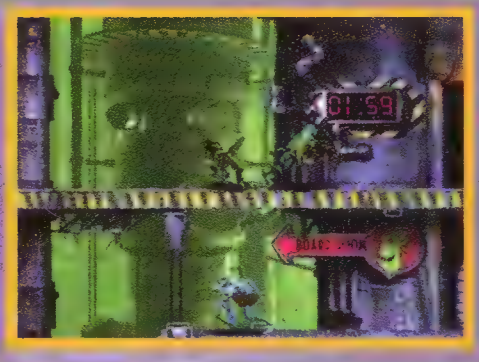
The Final Sequence

R6P06C02

The clock tells you that you have two minutes. Obviously, you'll have to hurry. Walk across the platform and enter the doorway at the end. Uh, oh. Someone's been watching you. He or she must know you're coming. Nothing can be done about it, though. When you emerge from the lower door, it will be do-or-die time.

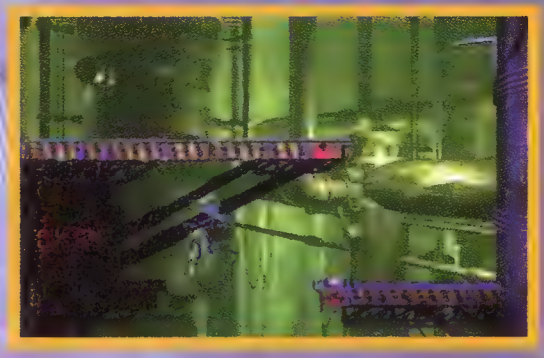
Run to the left and try to stop so you'll just fall off the edge.





R6P06C03

Run to the right, again just falling off the edge, and then walk to the ledge and lower yourself carefully down. Or check the "Final Super Secret."

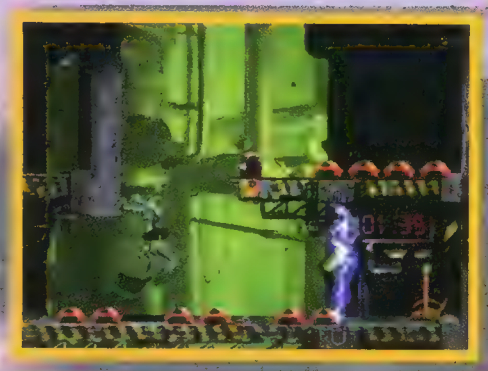


THE FINAL SUPER SECRET

When you jump across the second gap in C03, pull yourself up under the clock, Abe, and roll to the left. Roll through a hidden entrance, and you'll drop to C04, where you can immediately pull the lever to turn off the electrical barrier. This will save you a lot of time and effort.

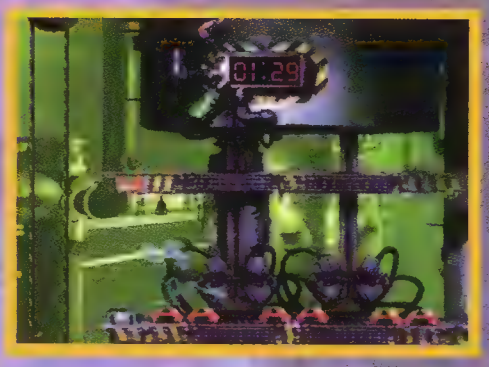
R6P06C04

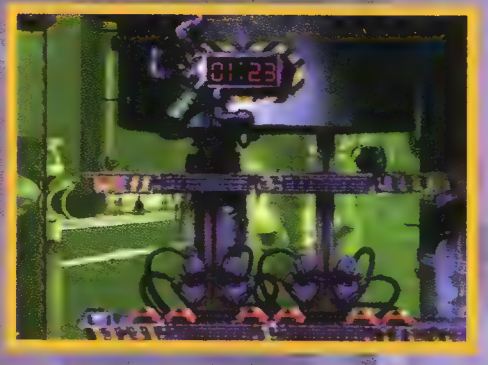
Quickly turn to face left and jump. (Don't bother with the bomb there.) You'll land in a clear space between mines. Jump again to the left, and then walk into the next screen.

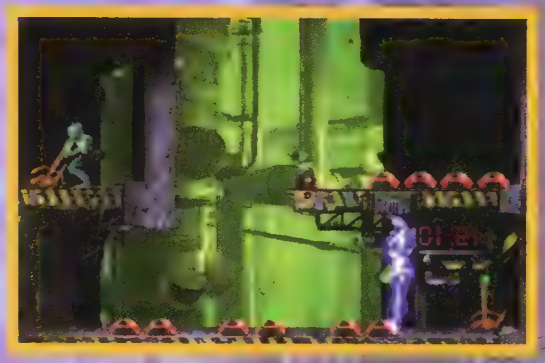


R6P06C05

Walk up to the mines, and then jump when the saw heads upward. Jump again immediately before the second saw falls. Turn and climb to the top. When the saw goes down, roll under it, wait, and then roll under the second saw as it goes down. Roll into the next screen.







R6P06C04

Pull the lever and then roll back.

R6P06C05

Roll under the saws again. If you time it right, you can roll under both saws without stopping, going in their direction. Climb down to the lower path, turn, and now jump back through the saws. The timing in this direction is tricky. Jump just as the right-hand saw is going up, and then time your second jump to just miss the second saw as it heads upward. Jump again and then walk into C03.

Tip One method that may work is to time your jump through the saws so that the left-hand saw is on the way up and about even with you. Hold down the jump button for two quick, but terrifying, leaps.

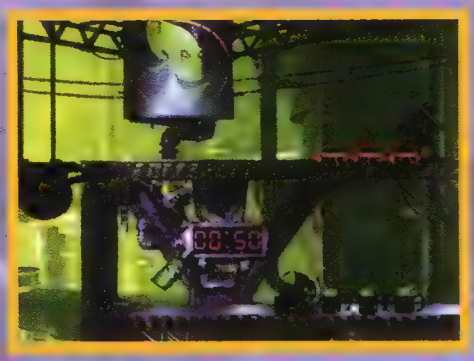
R6P06C04

Make a series of jumps to the lever on the right side of the screen, pull the lever, and jump back.



R6P06C05

Walk under the saws again and get on the lift. Go down.



R6P06C06

When the lift reaches the bottom, you need to run/roll/jump through this screen, and then be ready to do it again on the next. Run and hit the X button, and then hit the triangle. Then do it again.

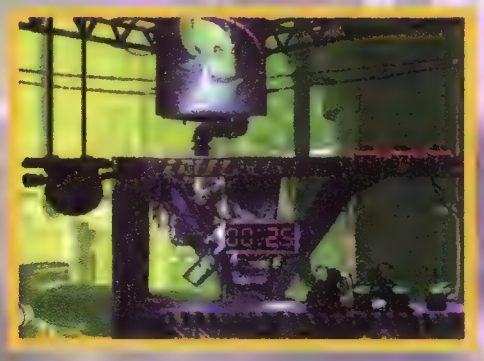


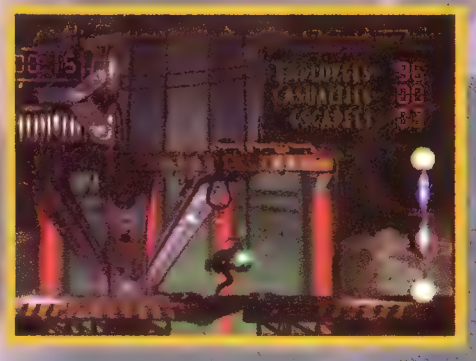
R6P06C07

After you run/roll/jump again, you'll fly off the ledge. Head back to the left.

R6P06C06

Disable the three bombs (R3 G1 R1 G1 R2 G1) and take the Mudokon to safety in C06.





R6P06C07

You'll get the Shrykull power. Stand on the trap door and jump up. You'll drop into the Board Room.



Chapter Twelve
The Board Room

This is it, Abe. Your destiny awaits you. Have you succeeded in destroying RuptureFarms, or are you a future tasty snack? Time to find out . . .





Chant to use your Shrykull power. This will destroy many of your enemies. Unfortunately, there are more. You will be arrested by the Sligs and taken to the meat hook, where your fate will be decided.



So, Abe, this is the moment of truth. How many of your fellow slaves did you rescue? Your performance will be judged now. If you saved enough, you, too, will be saved. If you did not save at least 50, then I'm afraid your fate is none too pretty. If you saved all 99 Mudokons, you will earn the highest honor.

So what is it going to be, Abe? Did you prove yourself a hero? Or just a future Mudokon Munchie?



Interview with Oddworld Team

Lorne Lanning & Sherry McKenna

RDM: Could you speak about the genesis of the story behind *Abe's Oddysee* and the underlying topical elements?

Lorne: This story of *Abe's Oddysee* is the first of a five-part series, the *Oddworld* quintology. It's been brewing for seven, almost eight years. I always wrote short stories with fantastical characters and worlds, but they were disjointed from each other. When we began talking about forming the Oddworld company, I started putting those stories together.

The underlying philosophy in the games is what's happening to the human soul at the expense of consumerism and entertainment. Kind of the Joseph Campbell riff.

Sherry: The history of the company is worth mentioning. We were doing a motion-based ride film, for Japan, at Rhythm and Hues. Lorne kept trying to tell me that we should be doing games. As you know, I didn't like them, don't understand them, etc.
He kept saying, "Don't you understand—it's about 'owning the content'?" I didn't know what that meant, since I'd always been a vendor of services. I kept blowing him off. The thought of giving up my career to do games was an insult. I did high-end special computer graphics.

One day, Lorne told me a story. I love stories, and he spent a few hours telling me the whole thing. I was enthralled, and immediately saw the possibilities. I

wanted to make a movie out of his story. He said, "No. We're going to make five games." I was deflated and furious! I hate games—they're awful, they appeal to 12-year-old boys. They reward the player for being a villain. You get rewarded for killing, shooting, for being the bad guy. So we looked at several games. I'm embarrassed to say I got flustered and confused by them. I couldn't handle menus, inventories, etc. It was difficult for me to maneuver around.

Games have no sense of orientation from screen to screen—the character shows up in different positions. There's no continuity of movement. I was embarrassed to play these and get confused. Lorne spent two years to convince me to do these games.

I was horrified by the graphics in games. People critique movies when the small details aren't right in the computer graphic special effects, but they take off their critic hats, come home, and play these awful-looking games and never complain.

I didn't want to lose my reputation .... Lorne said, "How about if I guarantee you that the graphics we do in a game would be of film quality?" I said, "Sure, right." This didn't seem likely, so my career wasn't at stake. But he guaranteed it.

RDM: Can you talk about the overall vision?

Sherry: Lorne is concerned with the environment and the universe, and I'm concerned with humanity, and people, and the state of our health. "It'll all be incorporated in these games," he said. We've got similar interests, and his story was in synch with what I want to tell. He wouldn't destroy the rain forest for a ninety-nine cent hamburger that came from cattle raised in the ex-forest land, and I didn't want people to eat ninety-nine cent hamburgers because of their health.

Our job is to get our philosophy across without hitting people on the head with it. When I did the motion-based films for Universal, I had to throw away a lot about what I knew about filmmaking. I realized it was an interactive medium—I did the *Back to the Future* and Hanna-Barbera attractions. I realized that making people laugh was important, really key to them enjoying the experience.

Abe's irony and humor is present in this game, and if people are imprinted by it, so much the better, whether they think about Joseph Campbell or whatever. As long as they had a good time, who cares?

RDM: Let's talk about Abe ....

Lorne: The perspective is about knowing where he lies in the food chain. Abe has his odyssey. The second game will be Munch's odyssey. He and Abe work together. The third is Squeek's—and all three of them will work together. By the time we're at the fifth game, you'll be controlling five individual heroes.

One sound byte to sum up Abe's situation—"You thought you had a good job." This is also parallel to our own experiences. What was interesting to me is how decent people all over the world are involved with work that is ultimately affecting us all in destructive ways.

I used to work in the South Bronx, in the fruit and produce terminal for the entire New York tri-state area. I was paid to load and unload trucks, with forklifts, etc. It was like the third world, in some ways, because I drove through the city, or took the subway, and there were hungry people everywhere.

At work, we had to dump 27 tons of cantaloupe off the edge of the dock. This kind of thing was routine. It was because of some business practices and legislation about what were acceptable methods of dealing with excess. I would watch cantaloupe juice run through parking lots, inches thick, and be hit by the irony that people were starving right outside the gate. And we couldn't give all this food to them! It really bothered me.

Because we live in such a complex society, we're caught up in our jobs. We're a logger, cutting down ancient redwoods, but we're really just trying to feed our kids. McDonald's hamburgers are destroying the rain forest. We're all guilty in a little way, and we're all innocent in a little way, too.

Abe is just a guy doing his job. Chopping up Paramites and Scrabs. Oh well. At least he's fed ....The issue is, as we're approaching the next millennium, with our population about to double, we're really invested in our own destruction, as cogs in the larger system—until conditions get so harsh and overwhelming that we can't deal with the system or buy into it any more.

Abe came around as a conceptual point of view from this place. We hope people have a lot of fun playing *Abe's Oddysee*, and maybe, just maybe, it'll make some of them think a little as they see Abe's world from his eyes.

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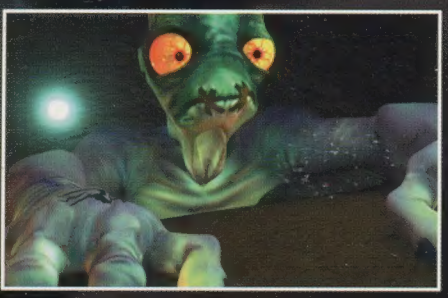
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